

Official magazine of Warzone and Chronopia tabletop games and miniatures
Empire Chronopia - Mars: Capitol Forces of War - The Dark Lord's Promise

CHRONICLES



WARZONE



CHRONOPIA

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News - Battle Report - Frontline and More Besides





This column has become decidedly eerie recently, like last issue's for instance. When I sat down at the PC to write it I happened to glance at the clock in the bottom right hand corner of the screen. Next thing I knew was there was this blinding flash of light and I was at the beginning of a different article. Looking around my eyes came to rest on the PC clock again and it was twenty-three minutes later. Hey-ho, at least it was a good photograph of me, so I'll have to remember to congratulate young Mr. Casey on his use of lighting and contrast. To cap it all off though, what you're reading isn't the original draught of issue three's editorial. The first one was mysteriously abducted from my machine when I wasn't looking (cynics might suggest that I closed down the file before saving it, but I would never do such a thing-unless...?).

Now then, hands up who knows how to stop sand blowing down your barrel. Yes, that's what this issue is all about, desert combat; what with the new supplement for Capitol set on the arid planet of Mars out now, and features on terrain building for Mars and the Land of Two Rivers. We've also got a desert based scenario for Elves versus Stygian and our battle report, "We Strike at Dawn" pits Capitol against the Dark Legion in a mission to recapture a mine on Mars. Before I disappear for this issue, I will literally be abducted next time round. As of issue four young Mr. Flannery takes over as Editor of all Target's paper products, including this respected organ. So I'll be handing control of New Era Chronicles over to him and concentrating on game design from now on. See you later.

Klaatu Baradi Nikto.

Mark Brendan



We would like our readers to share the benefit of their gaming know-how and opinions on our games by sending us letters. So write in, and if you've got a good idea for an article, don't be shy, type it up and send that in too. You never know.

You should work within the following guidelines when sending us your material:

- Typed manuscripts or printouts should be double-spaced, and if you can, have them spell checked and grammar checked.
- We will look at hand written manuscripts, but only if your handwriting is exceptionally good! Illegible manuscripts get filed under "bin" around here.

- You can send us your disks too; we can read pretty much any format here.
- If you send us material that you would like to be returned, such as photographs or pieces of terrain, then please include the appropriate postage and self addressed packaging to send them back to you.
- Keep it short! Keep articles below 3,000 words.
- It's handy if you can send us an up to date photograph of yourself.

All we can offer in return for your submissions is your name in lights, but hey, think what your mates will say. And providing your English isn't too atrocious to print,

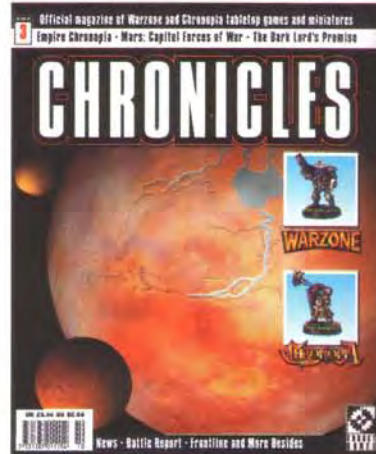
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we'll even tidy up your manuscript for you, giving it the gleaming ultra-professional finish you'd expect from New Era Chronicles.

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Bulletin Board

Forthcoming Releases

EMPIRE CHRONOPIA

Well, it's getting closer to the time you'll see a new game on the shelves of your local games stores. This summer sees the release of Empire Chronopia, our mass battle fantasy game. If you want a bit more information then see the special preview features later on in this magazine.



© Elven Ice Elemental



Gotcha

Here's a rare shot of Stuart Beel our Warzone artist, as camera shy as ever. Who'd believe he used to be a supermodel (not us-Ed!).



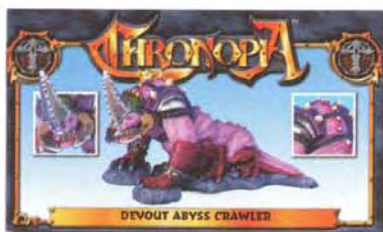
Adieu

The guys say farewell to Patric Casey as he leaves to begin a career in Law. After writing rules for Warzone and Chronopia high-court litigation is a walk in the park so Patric should do just fine.

New Miniature Releases

← Abyss Crawler

This monstrosity sculpted by Alex Hunter is the Abyss Crawler, one of the new Devout units from the Dwarven Labyrinth.



Smooth

Patric Casey drinks to pastures new with a measure of Scotland's finest; Laphroaig whiskey, strong and smooth with a full smokey flavor, better than the essence of the Silver Lotus (but not as good as the Black!-Ed)





Warzone Release

➡ Mars: Capitol Forces of War is the second book in the Forces of War series and takes an in depth look at the history, culture and military structure of the Capitol Corporation. If you want to know more then check out the feature later on in this magazine.



Capitol Orca Battlesuits

➡ Roy Eastland sculpted these new Orca Battlesuits from Mars: Capitol Forces of War.



"Medic!"

Roy Eastland working on the Medic Specialist for the Capitol Light Infantry (See page 11).



Bauhaus Strike Skimmer

➡ A new vehicle from Venus: Bauhaus Forces of War - the superb Strike Skimmer, sculpted by Phil Lewis.



Shooting Star

Terrifying and murderous they may be, but the Sisters of Tiamat turned out to be naturally photogenic when put in front of the camera. Here's a glimpse into the world of photography as Colin shows his best side while he takes the shot. Here's the finished shot so you don't need me to tell you that Colin knows his Hasselblad from his Hasselhoff.



Sisters Of Tiamat

Another of Alex's creations, The Sisters of Tiamat are amongst the most fearsome of Stygian creatures.

Artistic License

Kev White at work creating something akin to an Undead Legionnaire though rumor has it the miniature is based on the imitable Adrian Smith, (Check out the Gallery later in this issue). Can't see the likeness myself but then Adrian knows I'm writing this and he's far more terrifying than any servant of the Dark Soul!



Chariots Of Fire

Here's a couple of shots of the Firstborn War Chariot in the making. This four-horse Chariot is featured in the Dwarven Labyrinth, the latest supplement for Chronopia. Check it out and just wait till you see the Firstborn knight, the chariot driver and the Man-At-Arms finished and painted. Oh boy are they cool!

The Art Of Empire

Adrian Smith at work on what will become the cover of the Empire Chronopia boxed set.





Bauhaus Jungle Kommandos

Kev White's Jungle Kommandos armed with formidable Rotary Shotguns are excellent short-range firefight troops.



Painter Man

Mark psyches himself up for another week's work (scary isn't it! - Ed), just look at the miniatures lining up for his attention.



Chaboissier

Jean-Jacques Chaboissier is the guy who converted the Bauhaus Grizzly in the last issue and built the dioramas for Warzone 2nd Edition. Here's a shot of another conversion, producing a cool Bauhaus hover-tank type vehicle. There's nothing in the rules to cover this but who cares, it still looks great!



Captain Conventional

Don't be fooled dear reader. Behind Peter Flannery's mild mannered and slightly podgy exterior lies the mind of the man who battled the Stygian in the Land of Two Rivers, allowed the Black Sister to die in the Sons of Kronos, took Tarimek's eye in the Fallen Land and gave you Ilian's kiss in Warzone 2nd Edition.



Bauhaus Jaegers

More of Kev's miniatures here, the Jaegers are Bauhaus' ambush and infiltration specialists.



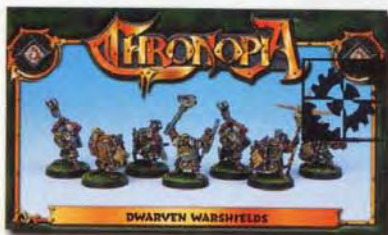


Stalker

Here's a sneak preview of the Pretorian Stalker in the 'green stage' from the talented digits of Alex Hunter.

Dwarven Warshields

More units from the Labyrinth here with Phil Lewis's Dwarven Warshields.



In The Fray

This is just a quick shot I took of miniatures in our display cabinet. It was only a quick snap but I thought it caught the action and clamor of battle. Could this be Sarragud the Chronomancer facing another challenge in the service of the One King?



Viva Italia

This is Luca Bernabei, our language coordinator, smiling bravely after Manchester United put Inter Milan out of the European Cup. Cheer up Luca, said Pete, what do you expect when you're up against the best? (Pete's from Manchester, yawn-Ed).



Terrain Miester

Later in this magazine Alex Hunter will offer some instructions on building special terrain features from Mars: Capitol Forces of War. In the near future though (for cak-hand-ed sluggards like myself- Ed), you'll be able to buy trenches, foxholes and the like at your local store.



Farewell Smiley

"Smile ya miserable bugger, we're on vacation!"

Another sad goodbye as Stefan Thulin, our graphics maestro, leaves the studio to be with his family in Sweden. This shot was taken on the banks of Loch Lomond in the Scottish highlands and if you look closely you can see Stefan (on the left) is almost smiling. Good luck Stefan.



Frontline competition has moved. You can now find it in the Frontline section towards the back of this magazine.



John Grant and Mark Brendan fine tune the game mechanics.

EMPIRE CHRONOPIA



The arrival of the new mass battle fantasy game set in Chronopia is imminent, so the time has come to give you a bit of a peek at what all the excitement is about.

Battle Scale

Feel the earth tremble beneath your feet as the armies of Chronopia march to war. If you are a fan of Chronopia then you will have read all about the great battles and major campaigns that have shaped the world. Now Empire Chronopia allows players to recreate these great battles for themselves. The game uses our 10mm battle-scale so you can fight epic battles on a gaming table no larger than 1 meter squared. Battle-scale means that an average human-sized warrior is 10mm tall, unlike Warzone and Chronopia where the same miniature would be 28mm tall. By using a smaller scale you can now fight vast battles with hundreds of models on either side. Reducing the scale of the models will allow us to introduce some of the really big units such as the Greater Blackblood Myrmaidons and the awe-inspiring Devout Flagship.



Dwarven Greek Fire Platform



Dwarven Dark Tusk Totem



Elven Air Elemental

Devout Flagship



Designs Of War

When designing Empire Chronopia we kept in mind a number of key elements that we felt were essential to producing a game of this type. The game is designed to portray large-scale battles but we did not want a dry wargame that was tedious to play and took days to complete. We wanted a dynamic game that could be learned quickly and completed in just a few hours, where players could fight a battle in the evening or spend all afternoon on a particularly large conflict.

With a game of this sort the emphasis is placed on the way the armies fight and the formations of the troops rather than the particular characteristics of individual warriors. As the commander of your army victory or defeat lies in your hands. We want-

ed a game where tactics and strategy were the deciding factors, where you could use your skill and judgement to outmaneuver your opponent, giving your troops the advantage they need to achieve victory.

However, conditions on a real battlefield are governed by far more than just the commander's skill. You must choose your ground carefully and decide whether it is best to fight in open ground or forests and canyons; to defend a settlement or make your stand at key bridges across a river. The fickle hand of fate can turn the tide of fortune and magic can transform the face of battle. These elements add a touch of unpredictability to the game, adding to the excitement and challenging the skill of the players as they are forced to adapt their strategy to the shifting fortunes of war.

For more details on the rules, the armies of Chronopia and the contents of the box see the main Empire Chronopia article on page 34.



Blackblood Goblin Tower on White Bull Myrmadon



Elven Crystal Lotus Flagship with Air Elemental





PAINTING

The Blackblood Orc Swordsman Leader

By Mark McNaught

"Blah, blah-paint, blah, blah-glue, blah-good handful of flock."

Do excuse me, I was getting rather preoccupied there. I've just got

enough time to tell you that you're gonna be learning weathered brown flesh tones on this month's featured model - a Blackblood Orc Swordsman Leader.



Materials

- Paints and brushes.
- A scalpel or modeling knife with replaceable blades.
- A selection of small 'needle' files.
- A small bottle or tube of super glue.
- As we will be using acrylic (water based) paints, all we need for rinsing our brushes is a small jar of water and some old rags or paper towels to clean and dry them.
- Something to mix paint on. A glazed tile or piece of plasticard will suffice (preferably white, to let you judge the color of paint more easily).

STAGE 1

Using a craft knife or scalpel, carefully remove all of the flash on the model. Remember to always cut away from yourself. Either scraping with the scalpel or gently rubbing with a needle file will remove mould lines.

STAGE 2

Find a well-ventilated area such as an open fronted garage, and apply two even coats of

black spray undercoat. When this has dried you can tidy up any gaps with Mortis Black.

STAGE 3

Flesh - Give the face a layer of Tree Bark Brown.

Wood and Leather - These areas include the gloves, the boots and the shield. Give these areas one coat of Tree Bark Brown. (The front of the wooden shield is rimmed and embossed with metal).

Surcoat - Undercoat this with Luna White.

Robes - Apply one coat of an Iliar Blue/Black Ink mix.

Sash and Headscarf - Apply one coat of Jungle Green to the sash at the Swordsman's waist and the headscarf showing at the back of his neck.

Boot Sole - Give the sole of the boots one coat of Trench Brown.

STAGE 4

Flesh - Begin to highlight the raised areas with watered down Demnagonis Brown.



Wood and Leather - Highlight the raised areas of the gloves and boots, and the outer edges of the shield with Demnagonis Brown, drawing the paint darker towards the creases and center.

Surcoat - Give the surcoat one even coat of watered down Cartel Yellow.

Robe - Start to bring the highlights up in a pure Ilian Blue, drawing the paint out as you go.

Sash and Headscarf - Highlight these areas in watered down Centurion Green, using a second coat to sharpen up the detail.

Boot Sole - Highlight with a mix of Trench Brown and Luna White.

STAGE 5

Flesh - Bring up the detail on the face in Wolfbane Leather.

Wood and Leather - Use Wolfbane Leather to edge the shield and the raised areas of the gloves and boots.

Surcoat - Highlight the raised areas in a Cartel Yellow/Luna White mix drawing the paint in.

Robe - Sharpen the ridges and folds of the robe in Bauhaus Blue.

Sash and Headscarf - Highlight the most raised folds in Venusian Green.

STAGE 6

Flesh - Water down Parched Earth and lightly highlight the face.

Wood and Leather - Apply Vega Sand to the very edge of the shield, and the highest ridges of the boots and the knuckles to finish them off.

Surcoat - Sharpen up the edge and folds of the Surcoat in Legionnaire Flesh

Robe - Highlight the most prominent folds and ridges with watered down Semai Blue.

Sash and Headscarf - Final highlight of Foliage Green on the edges and raised areas.

Gold Trim - The gold trim includes the pommel and hilt of the sword, the crescents and 'star points' on the shield and the Blackblood insignia on the chest plate. Either use a metallic gold paint directly or use my technique for painting gold starting with a coat of Wolfbane Leather.

STAGE 7

Robe - Brush finely over the existing highlights using a light Semai Blue/Luna White mix. Concentrate on the highest areas and edges.

Eyes and Small Gems on Sword Hilt - Apply one coat of Nephrite Red.

Gold trim - Bring up the edges of the gold detailing in Gehenna Orange leaving the deeper recesses and centers as the original Wolfbane Leather.

Metal - This includes the Swordsman's plate armor, the falchion, the rim around

his shield, its handles and the shield boss. Give all these areas one coat of Gunmetal/Mortis Black and Black Ink mix. Using the same mix drybrush over the chain mail on his right arm.

STAGE 8

Robe - A couple of watered down flashes of Luna White spread throughout the highlights finishes the robe.

Eyes and Small Gems on Sword Hilt - Highlight the lower edge of the eyes and the points of the gems in Gehenna Orange.

Gold Trim - Highlight the edges again in thinned down Cartel Yellow.

Metal - Using plain Gunmetal, highlight the edges of the plate, not forgetting the inner ridge on the sword. Also dry brush a little Gunmetal on to the center of each shoulder pad and over the chain mail.

Brass - Paint the studs and the spike on the shield in Tekron Bronze.

STAGE 9

Eyes and Small Gems on Sword Hilt - Point highlights in Cartel Yellow in the center of the gems and to the lower center of the eyes.

Gold Trim - Highlight the very edges of the gold in a Cartel Yellow/Luna White mix.

Metal - Highlight the edges of each plate with a little Violator Metal. Highlight the ridge on the sword and the sword edge with a thin line of Violator Metal. Finally, lightly drybrush over the chain mail with Violator Metal.

Brass - Highlight the studs and the shield spike in Temple Guard Gold.

Final Highlights

When doing final highlights, choose an imaginary direction from which you see a fixed light source shining on to the model. With this in mind you can place point highlights in a consistent manner.

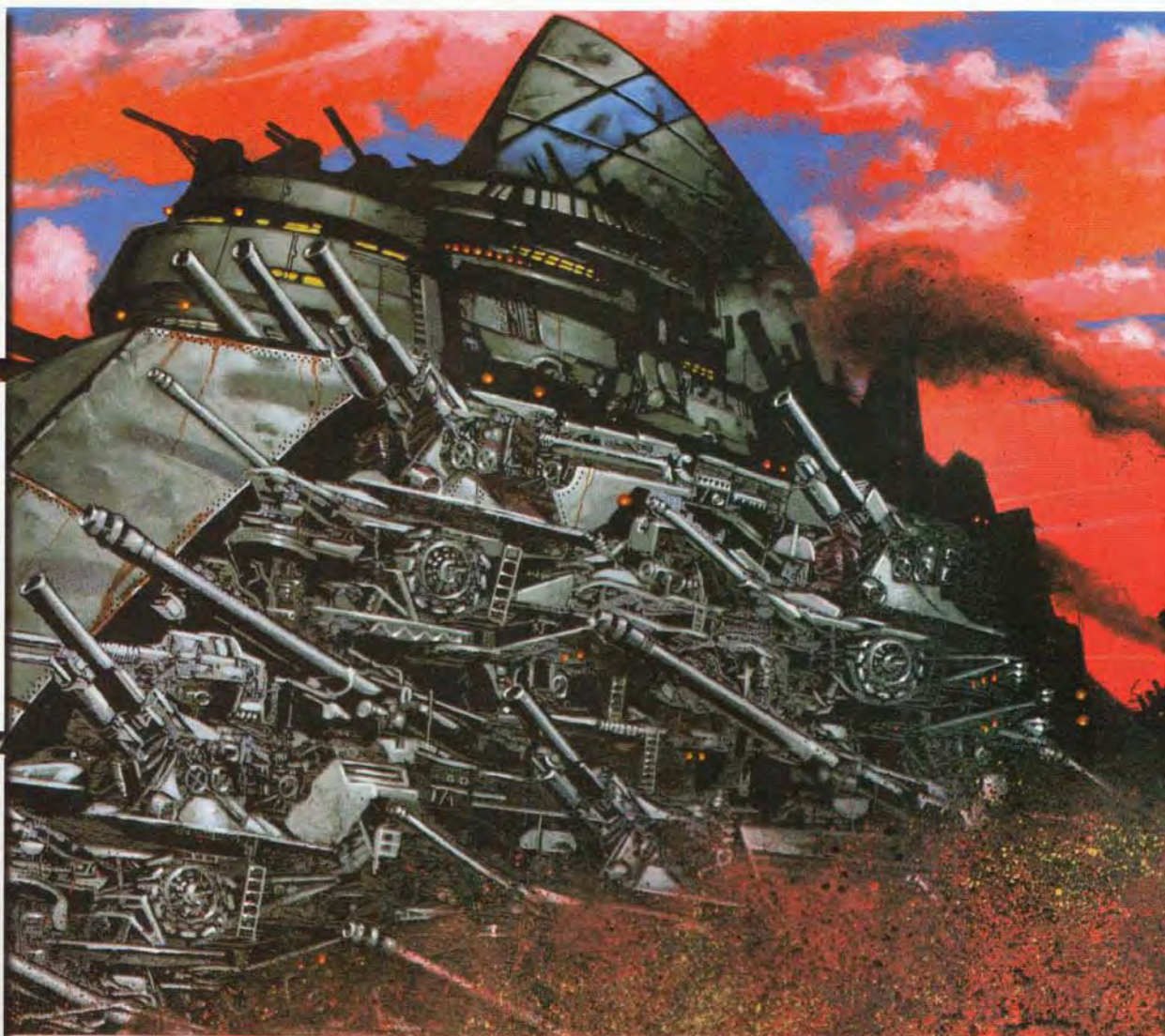
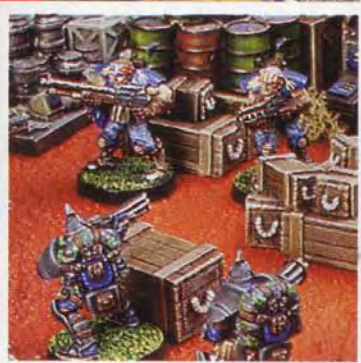
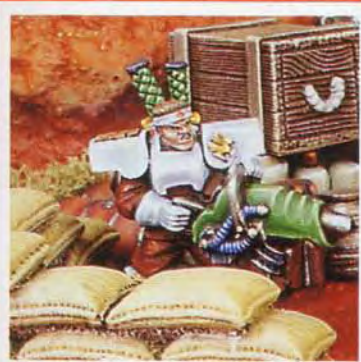
STAGE 10

Eyes - Add Luna White light points to the lower center and top right of each eye.

Gold Trim - Place final light points of Luna White (see tip) on the sword, chest insignia and shield.

Metal - Finally wash over the armor in Chocolate Brown ink, paying special attention to the studs and any areas where two plates meet. Rub over any excess with your thumb especially on the edges being careful not to rub the ink onto other parts of the miniature. On the sword, place a wash over everything but the line of Violator Metal on the ridge and on the edge of the blade itself. You want a really dark line right next to the ridge itself so you may need to go over it again to achieve the correct effect.





WARZONE

Mars: Capitol Forces Of War

MARS: CAPITOL FORCES OF WAR IS THE SECOND SUPPLEMENT FOR WARZONE 2ND EDITION AND INCLUDES:

- EXCITING CAMPAIGNS ILLUSTRATED WITH MAPS AND COMIC STRIPS ALL IN FULL COLOR.
- DETAILED BACKGROUND ON MARS AND THE CAPITOL CORPORATION.
- NEW RULES FOR USING TRENCHES AND BARBED WIRE.
- NEW CAPITOL ARMY LIST DETAILING THE ARMED FORCES OF CAPITOL.
- NEW UNITS SUCH AS THE MANTA ASSAULT CRAFT AND THE AWESOME ORCA BATTLESUITS.
- NEW COUNTERS AND TEMPLATES ALL IN FULL COLOR ON PRECUT CARD.

RELEASE: APRIL 1999
NO: 2426
PRICE: RRP UK: £14.99 US: \$22.95



The comprehensive army list in Mars: Capitol Forces of War contains a number of new troop types, weapons and vehicles, such as the powerful Orca Battlesuit, the A-311 Q-FAS (or 'Hammerhead' to the troops), and not forgetting the airborne Manta Assault Craft.

Mars: Capitol Forces of War features three new ways to structure your Capitol

army based on the corporation's reliance on long range logistics and damage control. The highly mobile strike forces known as Delta Forces, the all round tactical core armies known as Alpha Forces and finally the defensive fire support designations known as Gamma Forces.

In addition to Capitol's favorite son, Mitch Hunter, there are two new hard-bitten veteran personalities with which to

lead your armies. Major Joe Kowalski, who lost his idealism during a raid on a Dark Citadel and now lives only to kill, and Major Maria Del Torres, a Gamma Force genius, who has survived a staggering number of combat injuries.

Comprehensive Background

This volume provides the reader with a firm footing in the world of the Capitol Corporation, describing how their government, military and commerce operations work. It also contains a wealth of information about the geography and natural history of the red planet itself, based on astronomical maps from NASA and the latest factual data.

Campaign History

Three of the largest campaigns on Mars are illustrated in comic strip format by Stuart Beel, accompanied by detailed maps and a full historical account penned by Peter Flannery. These campaigns span years of conflict from the beginning of the Second Corporate Wars in 1255 YC to the present day. There is the famous, ongoing struggle of the McCraig Line, the overwhelming terror of the Dark Tide Rising Campaign and the devastating Sarasota Wars that threatened Capitol's domination of the Red Planet.

New Rules

Mars: Capitol Forces of War contains new rules, which reflect the unique combat conditions on the arid surface of the Planet of War. Including the use of:

- Trenches
- Foxholes
- Barbed wire
- Desert terrain effects



Kurt O'Sullivan watched the dawn spread like a bloodstain over the dark dunes of the Sable Desert. And there on the horizon loomed the massive silhouettes of two Bio-Giants, striding across the blasted sands towards the frontier garrison of Black Rock Springs. Whatever else befell his Desert Scorpions today, these towering servants of the Dark Soul must not be allowed to reach their besieged outpost.

A squadron of Purple Sharks and Great Greys roared overhead, screaming towards the advancing demons. They flew the gauntlet of death, matching their speed and maneuverability against the might of the Bio-Giants; anything to buy them some time and prevent the monsters from crushing their failing defenses.



The Tharsis Rise is home to the famous Olympus Mons, the highest mountain on Mars. This massive extinct volcano stands 25 km high and is the largest volcano in the solar system.

To the southeast of Olympus Mons lies the awe-inspiring canyon known as the Valles Marineris. This vast fault line is reminiscent of the Grand Canyon on Earth but on a far larger scale. The Valles Marineris is 4500 km long and more than 5 km deep and Capitol fight constant battles against Mishima raiding forces who use the maze of deep sided gullies to strike deep into Capitol territory.



Light Infantry Medic Specialist



Light Infantry GI Specialist



Light Infantry Communication Specialist



Ranger



Orca Battlesuits

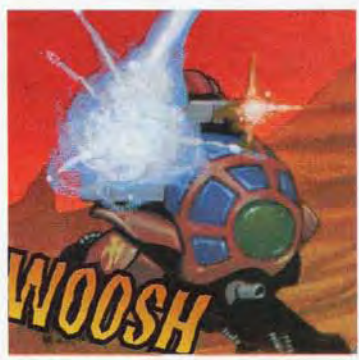
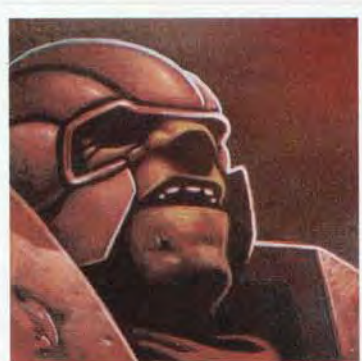
Orca Battlesuits are heavily armored bipedal weapon platforms crewed by two men. The pilot is enclosed in an armored cockpit that forms the body of the Battlesuit and controls the main armament along with a shotgun mounted under the belly of the suit. The gunner is carried in

an open cage on the back and operates a heavy machine gun mounted on top of the suit. Orca units are among the most powerful formations available to front line commanders and often form the core of an armored reserve force.

Currently there are three variants of the Orca Battlesuit in common use. There is

the Mk III general-purpose model with Recoilless Cannon as its main armament, the Mk IV anti-personnel model with Heavy Flame-Thrower as its main armament, and the Mk V anti-tank model with a Rocket Launcher as its main armament.

BA-DOOM!





➤ Manta Assault Craft pilot's head-gear



➤ Desert Infantry head-gear



➤ Heavy Infantry Helmet



➤ Desert Scorpion Helmet



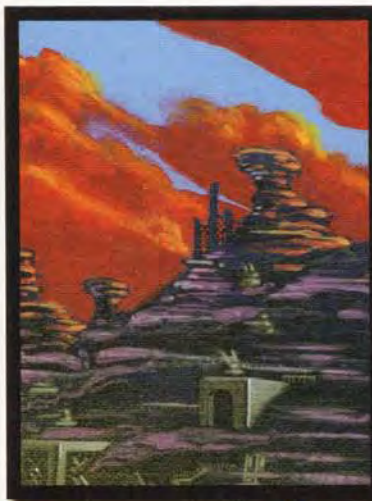
➤ Assault Marine Helmet

With Mars: Capitol Forces of War you can choose to play one of three battlefield configurations: Alpha, Delta or Gamma. Each force has its own identity and structure, but whichever you choose this book

has an exhaustive history and background of the Capitol Corporation, rules upgrades, new troop types and a comprehensive army list to help you along the way.



➤ Sunset Striker Squad



By Garbage Can Alex

HOW TO WITH ALEX...

Making Martian Desert Terrain

Note On Safety:

For children adult supervision is recommended at all times.

Always follow the manufacturers' recommendations for safe use of their products i.e. glue.

The use of safety glasses when cutting wire etc. is strongly recommended.

Take extreme care when using sharp tools. Always cut away from fingers.



Bring a bucket and spade kiddies, because in this issue 'scavenger extraordinaire' Alex Hunter will be delving into loads and loads of glorious sand. However, it isn't what you think, and donkey rides and ice cream will be right out since we're talking weathered rock formations, deep wells and cactus type things. In short, we're in the desert here and it ain't no stroll along the beach.

General notes on constructing gaming boards

The main components of the boards are layers of polystyrene sheeting, which you can obtain from builders yards or insulation companies. It is relatively cheap and does not need to cost you the earth. You can use old packing material if polystyrene sheet is unavailable and plasterboard is a good option for creating layers of sedimentary rock.

Texturing

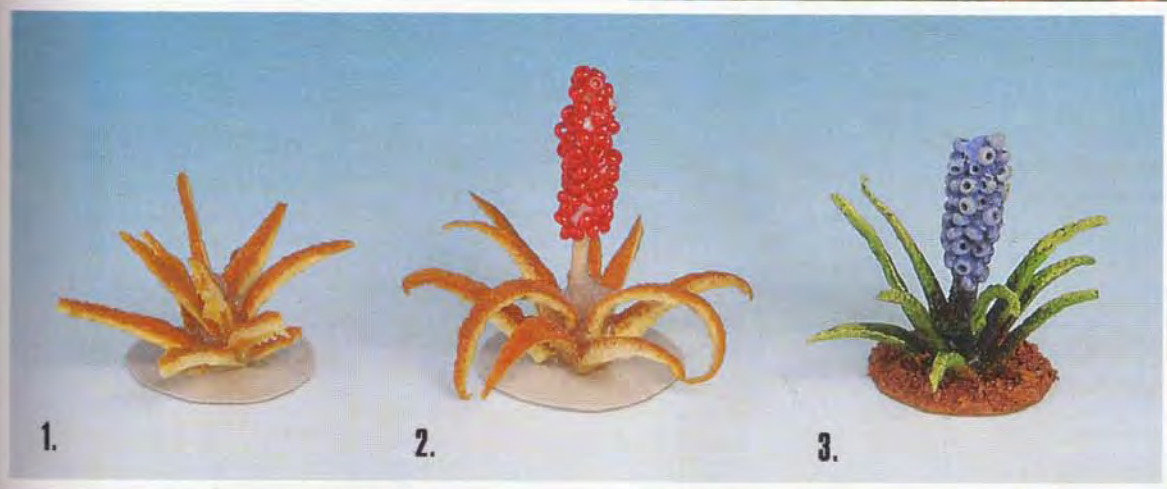
You can do this either with textured paint such as you would use for a ceiling or you can cover the polystyrene with P.V.A. glue and add texture using fine grit or sand. Leave it to dry and then paint on the base coat. Alternatively you can apply a thick base coat of paint and sprinkle the grit or sand over this.

List of required tools:

- Selection of paint brushes including a couple of large ones
- Sharp kitchen knife or hacksaw blade
- Rasp
- Sandpaper
- Craft knife
- Spatula or filling knife

List of required materials:

- P.V.A glue (white glue)
- Superglue
- Flock
- An orange
- Binding twine or coarse string
- Balsa wood
- Some large sheets of polystyrene
- Textural materials (sand, grit, cork granules, etc.)
- Thin card
- Textured paint
- Paints
- Small glass beads
- Cocktail sticks (toothpicks)

**Desert Cactus****STAGE 1**

This is a sword-leaved cactus type shrub often found growing on Mars. Begin by cutting the rind off a medium sized orange in broad crescent shaped wedges. Cut the wedges in half and then cut the sections into thin blade-like strips. Leave these to dry and you will notice that they curl just the right amount. Once dry glue the flat ends of these strips onto either a piece of card or a 25mm figure base.

STAGE 2

Next cut a cocktail stick in half and dip it in P.V.A. Then, while the glue is still wet, cover it with a cluster of small glass beads as shown. When this is dry you can glue it in to the center of your leaves.

STAGE 3

Spray undercoat this in exactly the same way as you would a miniature and paint in whatever colors suit your gaming board.





Sand Dune

STAGE 1

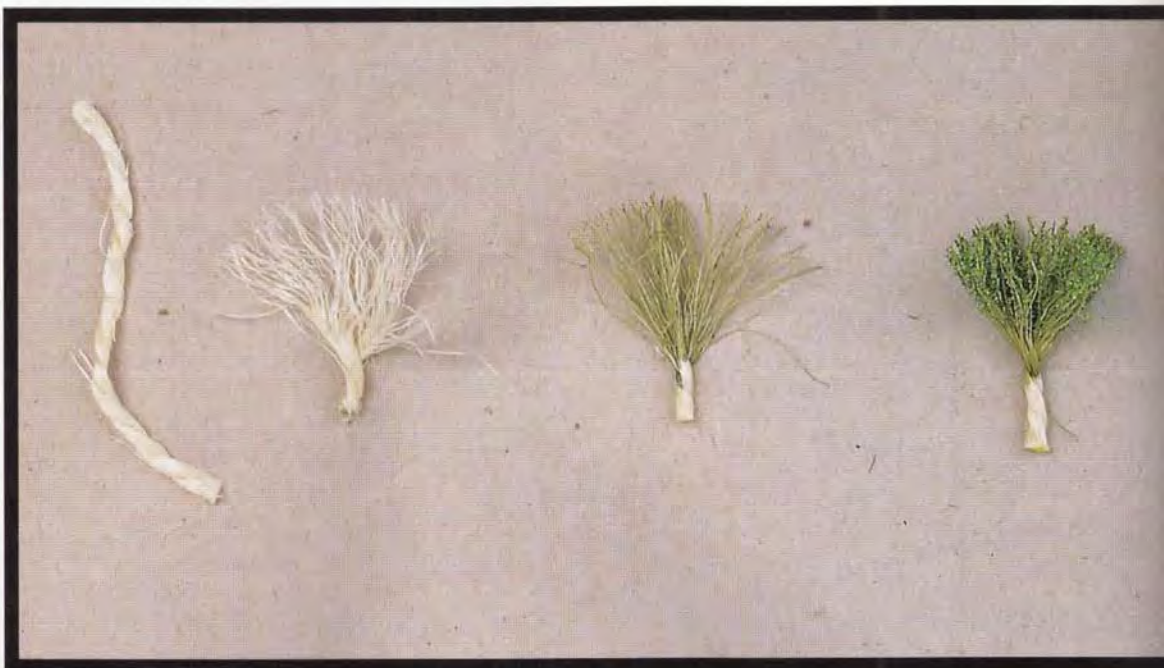
Cut a piece of polystyrene into the desired shape. You can shape polystyrene using a rough file or rasp but take care cos it makes a right old mess. Alternatively you can build this up with layers of card.

STAGE 2

Once you have your desired shape you can paint it with textured paint, or alternatively with P.V.A and add texture using grit or sand.

STAGE 3

Now you can give this a base coat before finishing it by drybrushing with an appropriate color for your desert (Alex has used a distinctly Martian red) and decorate it with the plants described earlier. You can experiment with different configurations of leaves and flowers for variety.



Desert Shrub

STAGE 1

This is a low, scrubby type tussock or bush. Cut a length of twine, about three or four inches long and apply superglue halfway along the length. This will hold the string together when you cut it later. Make

sure you use a thin, easy flowing brand because the twine has to absorb it.

STAGE 2

When it dries cut the twine in half across the seal formed by the glue, this will form the base of the plant. Fray the rest of the twine, flaring out the individual fibers as much as possible.

STAGE 3

Dip the frayed twine into green ink, dye, watered down paint.

STAGE 4

Finally dip the frayed ends into a 2:3 mix of P.V.A and water, then into flock. Your scrub plant is now ready to base.





Building Larger Pieces



The Mine

By now you'll have some idea of making individual terrain pieces, so now we can combine those skills to make a larger diorama piece.

To make the mine start off with a large polystyrene base cut to shape. Break up the edges of this by rasping with a file to make it look like crumbly sedimentary rock. Now you can start building up more layers of polystyrene on top of this making each layer roughly 25mm deep. On the first two layers leave a hollow in the middle to form the tunnel entrance for the

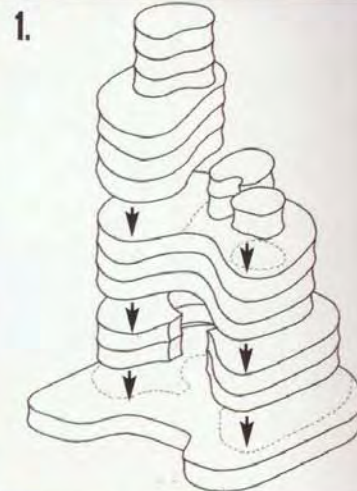
mine, and when the layers have been built up to a height sufficient for the entrance, you can cut some balsa wood lengths to size and glue into the entrance as a door frame and lintel.

Next paint all the rock areas with textured paint. The weathering effect between the layers and on top of the plateaus is achieved by mixing cork granules with the textured paint and applying with a spatula or filling knife. When this is dry you can take a big drybrush to it and make it match the rest of your desert. When it's all done you can decorate as

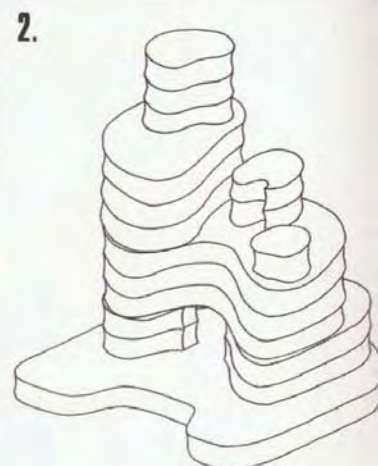
appropriate using the skills you've learned for making desert foliage. The equipment you can see lying about the entrance such as the wheelbarrow and shovel was made quite easily with brass wire card and modeling putty so if you feel inclined have a go at making some similar accessories yourself.

Don't forget, when you're working in the desert you need to drink 15 liters of water every hour!

Alex



Build up in layers. Note the section cut out for the entrance in the lower layers.



After fixing the wooden frame round the entrance you can glue the layers together.



Finally you can paint the piece and decorate it with shrubs and cacti.



BATTLE REPORT

We Strike At Dawn

By Stuart Beel, Kev White and Mark Brendan



Using the scenery built by Alex Hunter for Mars, we've come up with a battle report in which Mitch Hunter (no relation) leads a small skirmish force in an operation to retake a Capitol mine captured by the Dark Legion. The terrain elements include a minehead,

of course, and also a control bunker from which the mine's electrics are controlled. This building will be the key objective for both sides, with Hunter trying to wrest control of it from the determined Dark Legion defenders. You can find out more about how to build the sort of terrain used

here in the "How To" article on page 14.

Stuart and Kev have only a little experience playing Warzone 2nd edition, so knocked up the two armies and basically said to them, "Here you are, see what you can do with these."



Mitch Hunter's Briefing Session:

"Well sir. The long-range logistics report confirms that air strikes are not an option in this case. The area of Halfin's Ridge is mountainous, with too much heavy rock cover making any sort of sustained air assault impracticable. Besides, we want to reclaim this minehead, not obliterate it."

"So a ground force is going to have to go in and drive them out then. Do you have anything in mind for the execution of this situation Colonel?"

"Yes sir. I'll pick an Alpha Force from my troops. I'll keep the numbers down so we can move quickly through the terrain. We'll approach obliquely, avoiding the railway, which is bound to be heavily guard-

ed, then we'll kick their zombie asses all the way back to Nero."

"Colonel Hunter, I want you to keep this mission tight and disciplined. Divisional HQ will take a dim view of any gung-ho outbursts that might jeopardize the integrity of the operation. Do I make myself clear soldier?"

"Whatever you say sir."

"I said, 'Do I make myself clear?'"

"Yes sir! Thank you sir! Is there anything else sir!"

"No Colonel. You just go and do what you do best, and see that you don't wind up coming home in a body bag."



Initiate Addresses The Nepharite At The Mine:

"Unholy Father, the enemy approaches from the west. Our sentries saw them sky-lined as they came over the ridge three kilometers east of here. By now they can't be more than a kilometer from our position."

The Nepharite seemed not to acknowledge the Initiate's presence. It exhaled loudly and sibilantly.

"Indeed, Lord. That way we can anticipate a range of situations and move accordingly when they arrive."

"Sssssaaah." Another exhalation.

"Absolutely brilliant, Lord. A stroke of tactical genius if I may be so bold. Surely now we can crush them like the insignificant insects they are and thus complete our work here."

The Nepharite finally turned to face the Initiate, its glowing eyes momentarily blazed like twin supernovas.

"Ha-ha-ha. Oh yes Lord. Yes, they won't be expecting that, will they? Ha-ha, that'll teach them to meddle in matters beyond their comprehension. Ah-ha-ha-ha-ha."



BATTLE REPORT

HUNTER'S ALPHA

Force Commander - Stuart Beel

"I have all the tactical know-how of a brick." - Commander Beel, '99

This army is comprised of:

- Mitch Hunter (natch)
- 4 Light Infantry + Sergeant
- 1 Light Infantry LMG Specialist
- 4 Heavy Infantry + Sergeant
- 1 Heavy Infantry HMG Specialist
- 1 Heavy Infantry Captain
- 2 Purple Sharks
- 3 Orcs - Mk III, IV and V

When I asked Stuart why he had deployed his troops the way he did, his answer was vague. "Well, you know. You can see what I did. There you have it, see?"

Searching for more, I ventured that the positioning of his heaviest hitting Units on the outsides of his deployment area was calculated to hammer in Kev's flanks and then catch what was left in a devastating crossfire. "Yeah, that sounds about right." Came the reply.

So there it is. Hunter's Alpha was going to play a classic pincer movement. On the other hand, I have a suspicion that Stuart's thoughts were more occupied with the fantastic array of heavy ordnance packed by his army and the damage and destruction that would ensue.

THE BLACK REAVERS
OF HALFIN'S RIDGE

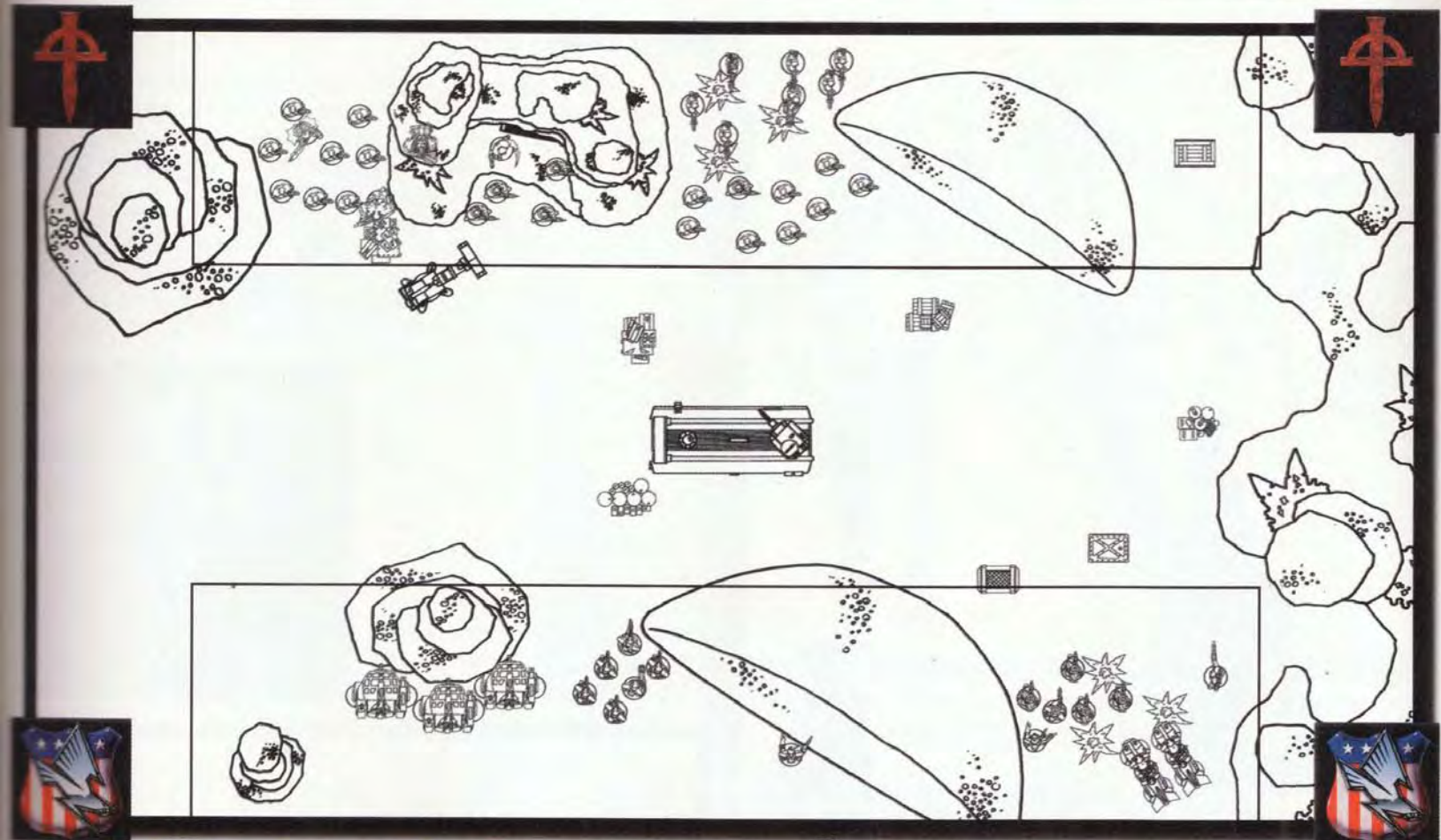
Dark Legion Warlord - Kevin White

"It's amazing what you can do with a bunch of corpses" - Warlord White, '99

This army is comprised of:

- 8 Undead Legionnaires + Necromutant Leader
- 8 Undead Legionnaires
- 1 Nasca Razide armed with a Hellblazer Shotgun
- 1 Carnal Harvester
- 5 Acolytes + Initiate Leader
- 1 Acolyte HMG Specialist
- 4 Necromutants + Centurion Leader
- 1 Nepharite of Algeroth

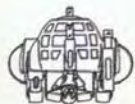
In stark contrast to Stuart's policy of "we'll see how it goes", Kev's plan was meticulously detailed. The Undead Legionnaires on his left would act as cannon fodder to shield the approach of the Acolytes, who would enter the objective and hold position. The Carnal Harvester on top of the mine was positioned to draw enemy fire away from the rest of his army. They would move around the front of the mine towards the objective suppressing any Capitol troops who tried to get near it, their ability to perform their appointed tasks enhanced by the Nepharite's Bloodlust Power.



Deployment diagram



Purple Shark



Orca Battlesuit



Nasca Razide armed with Hellblazer Shotgun

- Undead Legionnaire
- Necromutant
- Centurion
- Acolyte
- Acolyte HMG Specialist
- Initiate
- Carnal Harvester
- Nephrite of Algoroth
- Heavy Infantry
- Heavy Infantry HMG Specialist
- Heavy Infantry Sergeant
- Heavy Infantry Captain
- Light Infantry
- Light Infantry LMG Specialist
- Light Infantry Sergeant
- Mitch Hunter

Combat Analysis

Deployment

Stuart lost the Initiative for deployment and placed a Unit first, and by the end of the deployment phase his formation looked like it was geared towards a pincer movement. Hunter's Alpha utilized the whole length of the deployment zone with his heaviest strike elements on the outside flanks. From left to right in a pretty straight line that used cover where possible, there were Orcas, Heavy Infantry, Heavy Infantry Captain, Light Infantry, Purple Sharks at height band three, and finally Mitch Hunter.

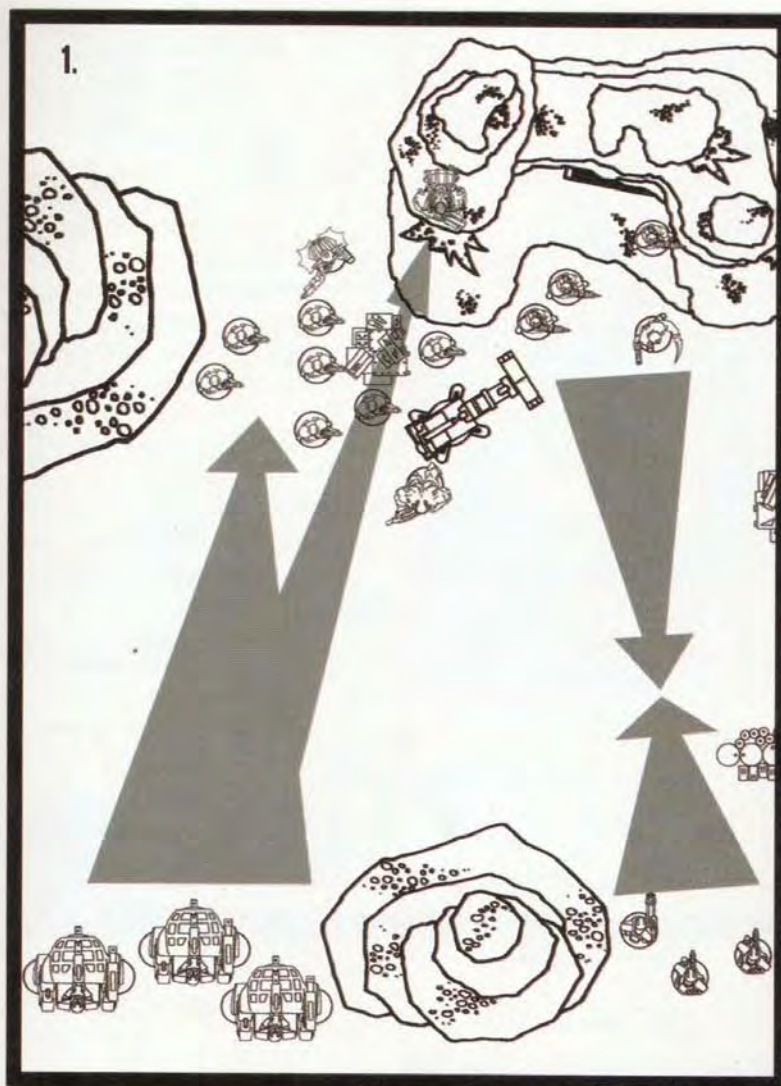
Kev on the other hand opted for a more concentrated deployment running from his center to the right, but ignoring the exposed left flank. Also in contrast, Kev's heaviest Units, the Necromutants and the Nasca Razide, formed the middle of his deployment, with the Carnal Harvester on a ledge high above the mine. On his left he screened the Acolytes with Undead Legionnaires, whilst on his right he placed the Nephrite towards the back of a second Unit of Undead Legionnaires.

Fuel Drums & Ammo Crates

Fuel drums and ammunition crates provide models with cover, but there is a chance they will explode if they sustain combat damage. When you roll to hit a model behind either fuel drums or ammunition crates roll 1d20, and if the result is 16-20 then an explosion results. If a weapon with Anti-Tank capability hits them then an explosion is automatic. In the case of fuel drums treat all models within three inches of the target as if a Dam 10 Flame-Thrower had hit them hit. For ammunition crates roll 1d20 and halve the result to give you the radius of effect in inches (alternatively, you can place random radius counters, 1-10 inches under crates and reveal these only when the crates explode - Stuart). All models within this area must save against Dam 8. In either case, the scenery piece is removed if it explodes. You should also use these rules if a template effect weapon touches fuel drums or ammunition crates. Note that only one roll per attack is made, regardless of whether that attack causes multiple damage or hits.

To The Victor The Spoils

In this battle the objective is for one side to secure the control bunker in the center of the battlefield, long enough to deter the opposition. The control bunker contains vital equipment concerned with the operation of lighting the mine as well as communications equipment and records. To this end the battle has been set at five turns and every model in the bunker or within six inches of it receives double victory points for surviving. The side with highest number of VPs at the end of the game is assumed to have well and truly taken the objective and forced the other side into retreat.



The Orcas kick off the action with an attack on the Legionnaires and the Carnal Harvester. Later in the Turn the Necromutants and Heavy Infantry exchange fire but not before the Purple Sharks went on a 'fly-by grenade fest!' (See diagram 2).



Turn One

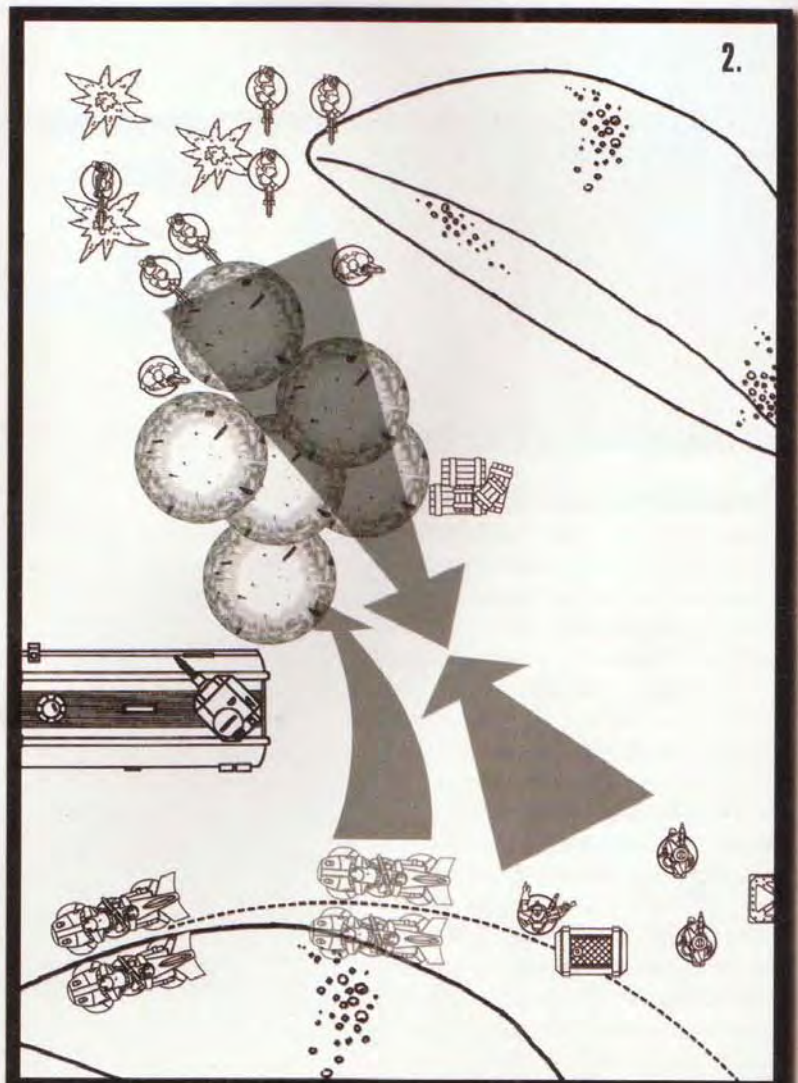
Turn One was mayhem. It was brilliant! Stuart won the Initiative and first off the mark were the Orca Battlesuits who unloaded their weapons into Kev's right flank. The net result of this was that the Carnal Harvester suffered a wound and one of the Undead Legionnaires was laid to rest.

Kev's answer was to open up with the Undead Legionnaires on his left, those in front firing on the Light Infantry, whilst those behind wasted their shots trying to hit the distant black dots of approaching Purple Sharks. They didn't have to wait long for a closer look though, as the Purple Sharks howled over their position scattering grenades liberally.

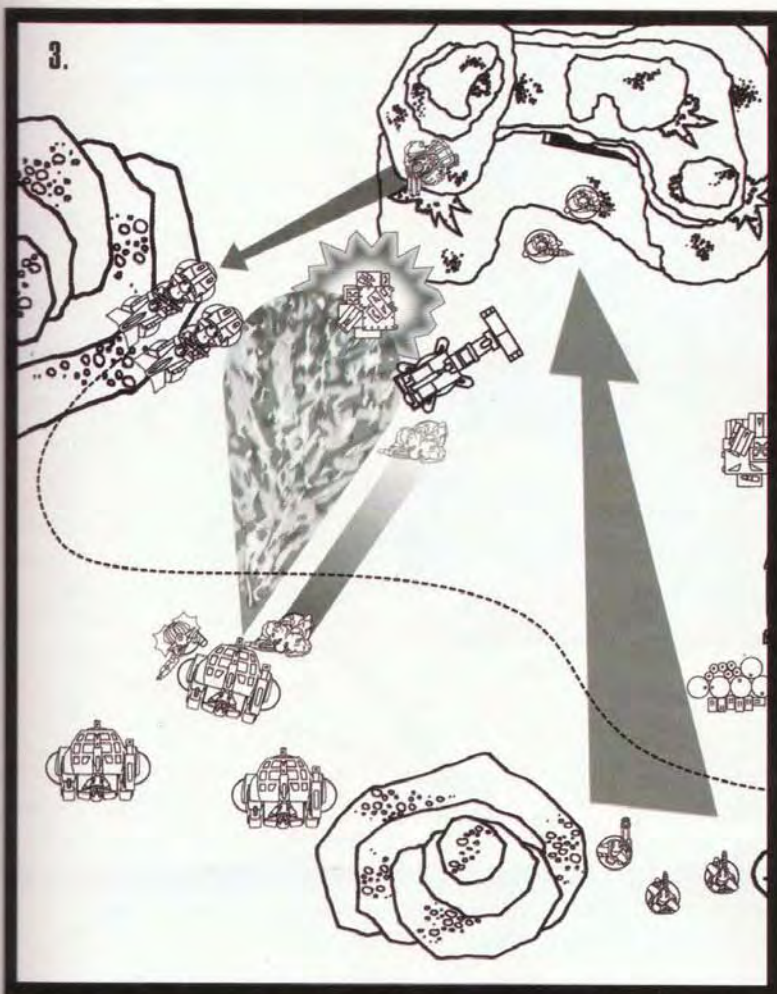
After the smoke cleared two Legionnaires, the Necromutant leader and the HMG from the nearby Unit of Acolytes were in bits. This wasn't the end of Kev's problems though, because between the efforts of Mitch Hunter and the Light In-

fantry he lost another four Undead Legionnaires from this Unit. It didn't all go Stuart's way though as Kev's Necromutants dropped the Heavy Infantry Sergeant and two of his troops, whilst the Acolytes shot two of the Capitol Light Infantry.

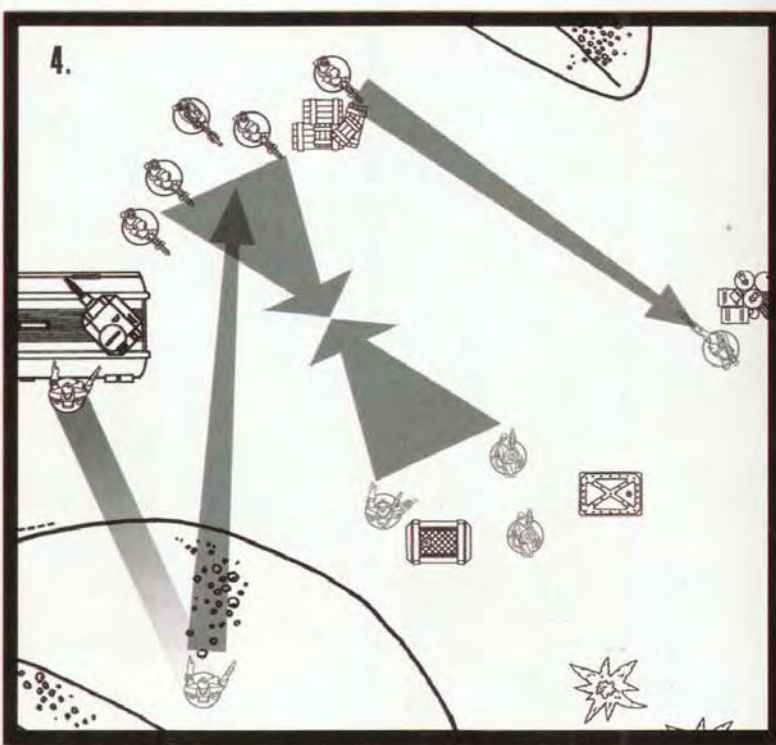
The final word in this Turn came from a surviving Heavy Infantry trooper who took out one of the Necromutants with his return fire.



"Who wants to be a Legionnaire? ... I don't!" (Sorry, bad pun - Ed). The Purple Shark Grenadiers obliterate the Legionnaires with a little help from Mitch Hunter. The Light Infantry join in the fun until two of them are killed by the Acolytes.



The Carnal Harvester picks off one of the Purple Shark Grenadiers; the Heavy Infantry inflict more damage on the Necromutants but the Orca IV steals the show with a well placed shower of napalm that barbecues two Legionnaires before igniting an ammo dump and toasting the rest. Finally the Nephrite of Algeth and the Nasca Razide close with the Orcas.



The Capitol Light and Heavy Infantry Captain finish off the Legionnaires, but the Acolytes are there to avenge them, slaughtering the Light Infantry and dropping the legendary Mitch Hunter (Mitch is dead; long live Mitch - Ed).



Turn Two

Incredibly, Turn two saw even more action and carnage than the first. Kev drew first blood with his decimated Undead Legionnaires Unit as a lone, shambling zombie put a bullet through the Light Infantry LMG Specialist. Then the Orcas clanked forward on Capitol's left flank kicking up absolute havoc. First up the Heavy Flame-Thrower Orca hosed two Undead Legionnaires and the ammo crates behind them, which exploded with a great big bang killing the rest of the Undead Legionnaires there. For an encore, the Orca Gunners concentrated their firepower on the Nasca Razide. Staggeringly, the creature survived this awesome broadside with a single Wound remaining and it responded by charging into Close Combat with its tormentors.

Coming over the top of the dune and heading for the objective, the Heavy Infantry Captain paused long enough to pick off an Undead Legionnaire. On Stuart's right his Light Infantry finished off the last remaining Undead Legionnaire, but this left them exposed to return fire from the Acolytes, who slaughtered the Unit to a man and proceeded to gun down Mitch Hunter. Big trouble for Stuart.

The remaining Capitol Heavy Infantry took down another Necromutant and their Centurion Leader. Finally, the Carnal Harvester managed to blast one of the Purple Shark Grenadiers out of his seat with its HMG.

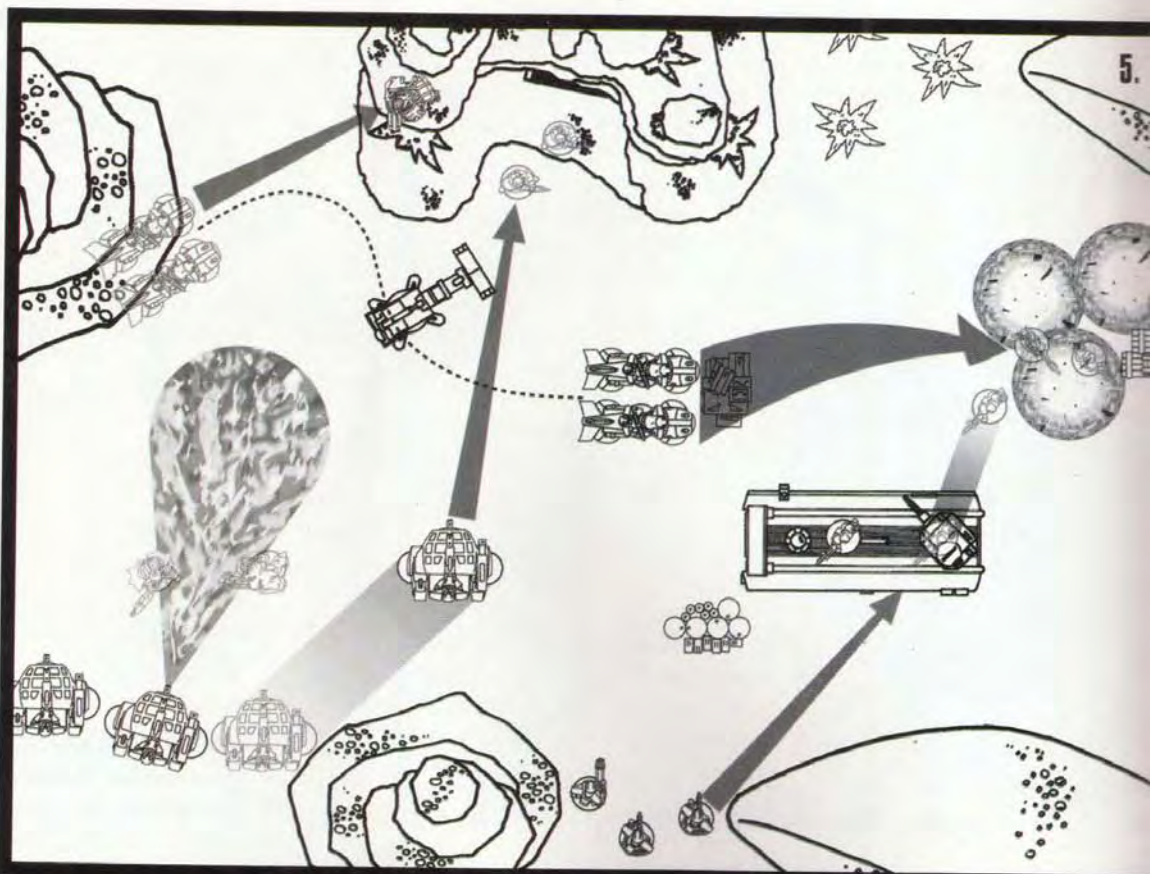


Turn Three

The end position of Turn two meant that winning the initiative in this Turn was absolutely critical. Stuart was the lucky one, opting to move his Orcas first. Without too much trouble, he broke away from Close Combat with the Heavy Flame-Thrower Orca and turned to send a lethal sheet of blazing fuel across the Nepharite and the Nasca Razide. The flames consumed the Razide, and the Nepharite suffered some nasty burns before the Orcas' HMGs finished it off. The Rocket Launcher Orca then moved to short range in order to destroy the remaining Necromutants.

With only his Acolytes and the Carnal Harvester left to go, Kev opted to fire on the Purple Sharks with the Carnal Harvester. It was to no avail as all his shots flew wide of the target, allowing the Purple Sharks to comprehensively hammer it to death with their twin-mounted LMGs. They then moved on to destroy two Acolytes and the Initiate with the surviving Grenadier. Making a break for the objective, two of the Acolytes entered the building via the windows, leaving one in the open to be picked off by the shotgun toting Heavy Infantry Captain. The turn ended with the Heavy Infantry attempting to snipe at Acolytes through the windows of the control bunker, picking one of them off, leaving just one lone Acolyte to keep the dark faith alive.

The game never ran its allotted course as Turn three's events irreparably shattered any hope of the Dark Legion holding out against the Capitol assault.



The Purple Sharks harvest the Harvester before moving on to decimate the Acolytes. The Orcas destroy the Nepharite and the Nasca Razide before the Orca Mk V takes out the remaining Necromutants. Two Acolytes seek refuge in the control bunker, but the Heavy Infantry take a pot-shot through the window... and then there was one.

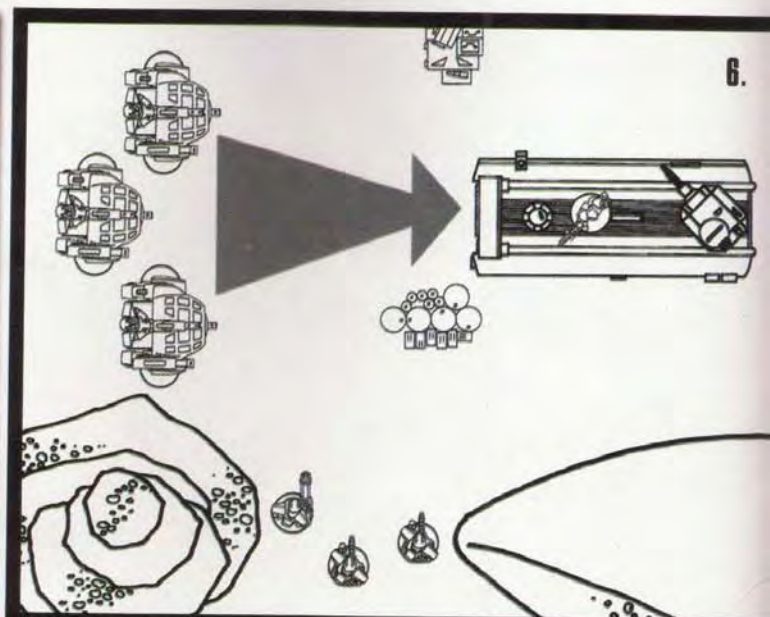
Turn Four

Things looked bad for the Dark Legion at the opening of Turn four (that's putting it mildly - Ed). Only one Acolyte remained, sheltering inside the objective, and Capitol had sustained no casualties whatsoever in the previous Turn. To make matters

worse Stuart took the Initiative yet again and the Orcas concentrated all their firepower on the bulkhead doors at the front of the building, ultimately tearing them open with HMG fire. This left a line of sight through the open-plan portacabin for the Recoilless Cannon Orca to fire a well-

placed shell into the building. The one remaining Acolyte didn't stand a chance and the last remaining twisted soul of Black Reavers of Halfin's Ridge was devastated in a killing blast of shrapnel.

Capitol had reclaimed their territory.



No place left to hide as the Orcas blast off the control bunker's doors and execute the last Acolyte. A convincing victory by anyone's standards.

Hunter's Alpha Debrief

"Big strafing runs. Hugely entertaining!" - Commander Stuart Beel, 99

Stuart had an entirely different agenda than the objectives laid down in the scenario as he entered this battle. Deep into the illustration of the comic strips you'll see in the Mars: Capitol Forces of War supplement, he wanted to see if the game worked in the same way as the illustrations he drew. Particularly the Purple Sharks, which featured heavily in the strip he was illustrating at the time we played. This was the cue for some of the most awesome 'all guns blazing' action I've seen in a game for a long time. Top marks for visceral shenanigans as Purple Sharks screamed across the tabletop on psychotic strafing runs, liberally scattering grenades in their wake. As far as Stuart is concerned tactics such as going for the objective (as opposed to the throat - Ed), aiming, and waiting are for wimps and jessies. Why bother wasting actions on anything other than pulling triggers and storming forward?

As for specific analysis of troop movements and the results of engagements throughout the game, one cannot help but agree with Stuart that his use of Units was



Players Of The Match

It was a close contest going to a recount between the Orcas and the Purple Sharks, but finally the judges were swayed by virtue of the largest explosion. Lets hear it for the Orcas.

pure entertainment. Kill 'em all and let god sort 'em out was the entirely appropriate attitude of Hunter's Alpha, right up to the end when the last two Acolytes tried to take shelter in the objective. This was no defense against the Orcas, who ignored the dollar value of the building and blasted the doors off before launching a 40mm

high explosive shell into the interior. Excellent!

Stuart believes that Turn three's Initiative was absolutely vital to the outcome of the game, since the Orcas may not have survived to administer the devastation they wrought had the Nephrite moved first.



The Black Reavers Of Halfin's Ridge Debrief

"Clearly a highly intelligent brick!" - Dark Legion Warlord Kevin White, 99

Well, things went from bad to worse for poor old Kev, despite having a sound battle plan. A combination of exceptionally bad luck and unpleasant surprises sealed the fate of the Black Reavers of Halfin's Ridge.

There were four key points we can identify on which this battle was lost for the Dark Legion, the first and most obvious was that Kev was plagued by atrocious luck with the dice throughout. Moving on to more specific topics that are nevertheless related to the crippling dice rolls, the Carnal Harvester on top of the mine failed in both of its battlefield roles. For one thing, it was intended to draw Stuart's fire as it posed quite an obvious threat, but it was studiously ignored until Turn three when the Purple Sharks riddled it with twin mounted LMG fire. Its other purpose was to pick off Capitol troops with its HMG, but lacking Tactical Sense all of its remarkably inaccurate fire was directed at the Purple Sharks.

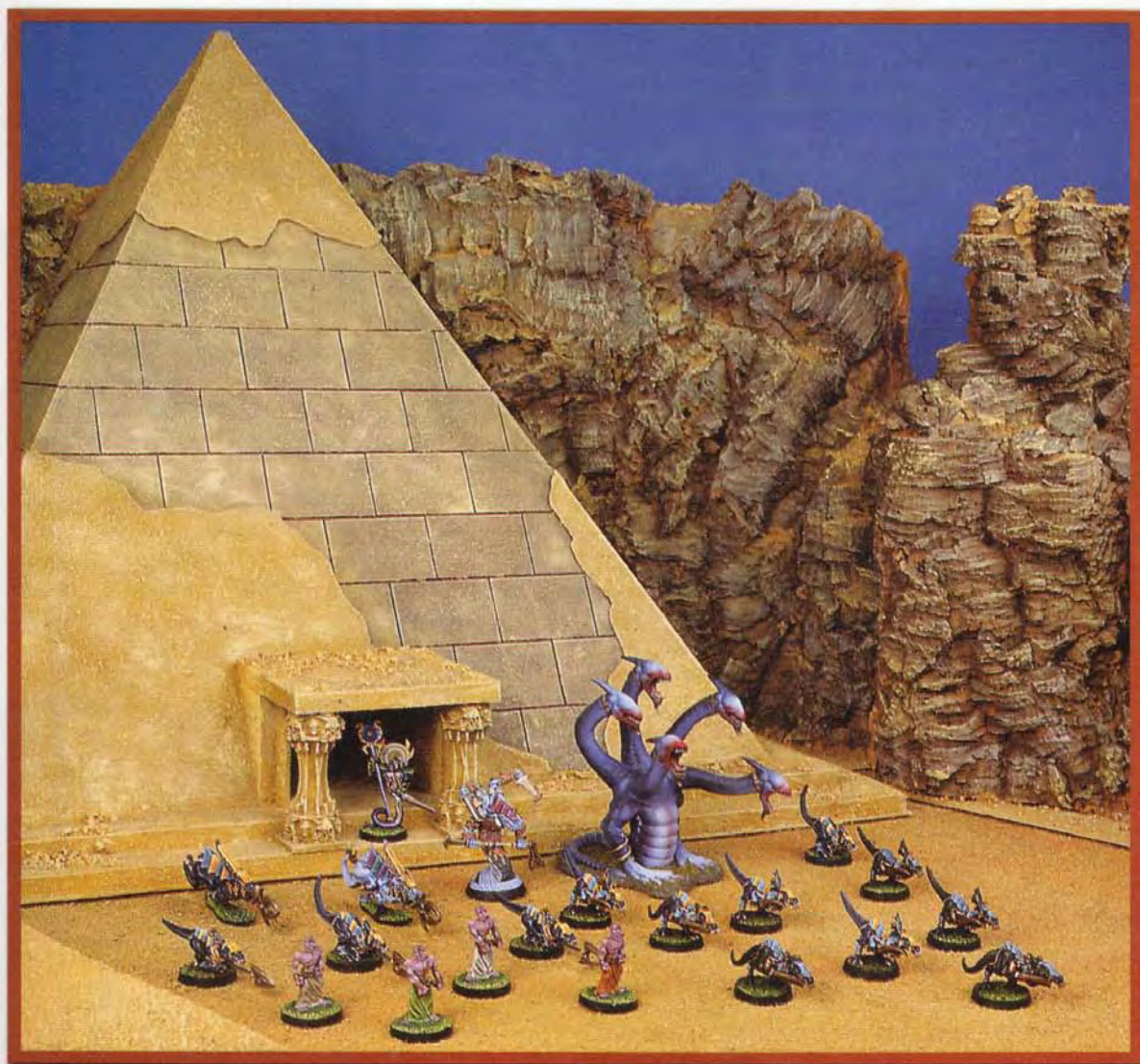
Kev's plan to shield the approach of the Nephrite and the Nasca Razide with Undead Legionnaires also failed badly when the ammunition crate exploded in their midst. I had deliberately kept the full details of exploding crates and fuel drums from the players, telling them that they could take cover behind them at their own risk. Suffice to say the loss of the Undead Legionnaires put paid to that part of the plan.

Turn three's Initiative obviously went the wrong way, and in Kev's opinion this was the point at which all was lost. The Orcas moved first and cleaned up just about everything that was left. Testament surely to just how devastating these Units are.





BUILDING A STYGIAN ZIGGURAT



Have you ever looked at a piece of scenery and thought - "How the hell did they make that?"

We'll take a look at this impressive Stygian ziggurat and drool with envy, then read on because this ziggurat is actually quite easy to make. This particular work of art was made by Guenzi Giorgio for the Luca Games exhibition in Italy. Guenzi has his ziggurat emerging from a cliff face, which is made from large pieces of rough cork. Based on the ziggurat's design our own Alex Hunter breaks down the construction into manageable stages so that you can build one for yourself.

The main stages are shown on the facing page complete with diagrams and some tips on how to deal with the entrance and the final painting of the ziggurat. Good luck and may the power of the Stygian continue to wax in the bloody world of Chronopia.



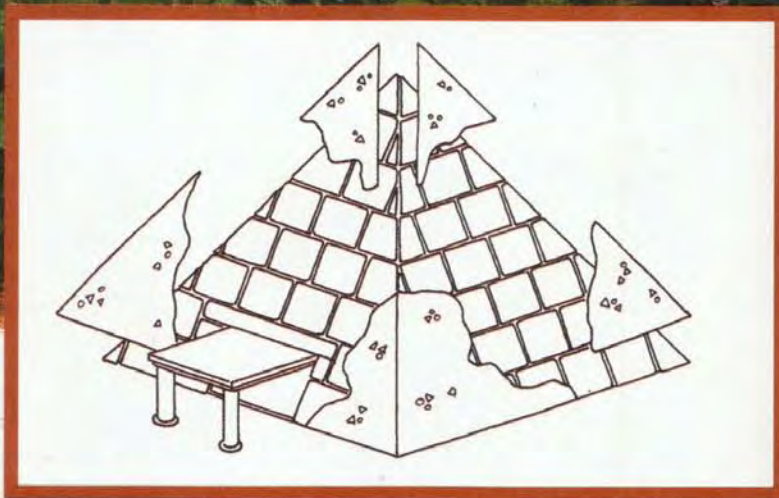
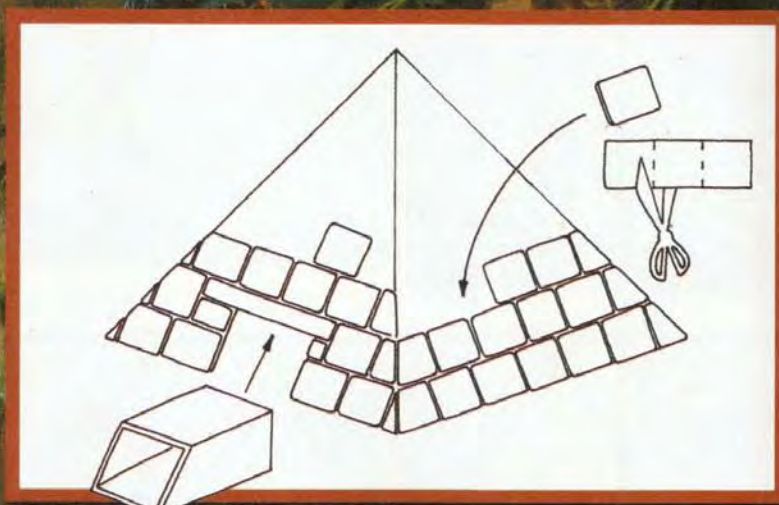
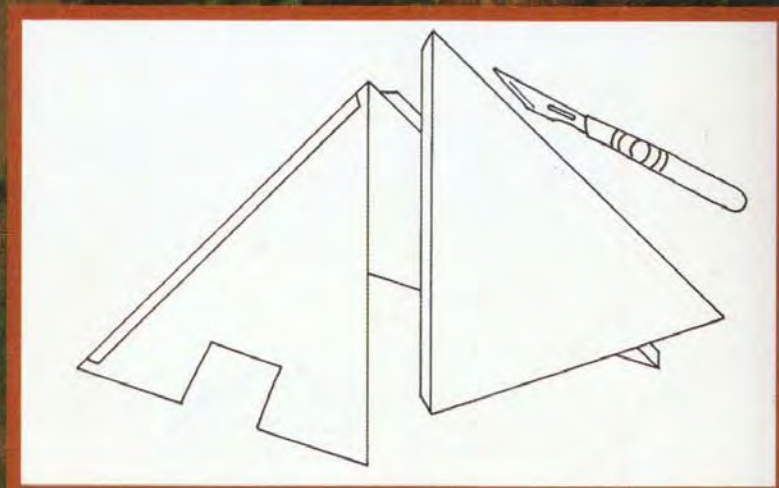
Making An Entrance

The entrance acts as a focal point for the pyramid and for battles that take place around it, so it is worth taking your time and being creative. To make the entrance cut a hole approximately 8cm square at the base of one of the faces. Make sure this is central as it will look strange if it is off center. Then make a cardboard corridor to fit flush with this and decorate the interior as you see fit (tiled pattern on the floor, hieroglyphics on the walls, etc.), and fix into place. You can either trim this flush with the pyramid walls, or you can leave a canopy which could be adorned with pillars, or perhaps Stygian Guardian models painted up as statues. If you leave a canopy, then don't forget to paint it with the polyfilla / P.V.A mix.

Painting The Ziggurat

Paint the ziggurat in by applying the paint in layers to give it some depth. Start with a sandy brown undercoat and a large brush! When this is dry use a lighter color and give it a second coat. You can brush this coat on lightly so that the undercoat shows through. Building up the paint in layers like this gives the ziggurat a realistic finish. Finish the ziggurat by drybrushing it with a light, almost white, sandy color.

You can mount the ziggurat on a cardboard base and add small stones around the base, painting these to match the walls.



- Cut four equilateral triangles, approximately 60cm on a side, from thick card.
- Tape all the sides together to form a pyramid shape.
- Take some thinner card and cut into 6cm x 4cm rectangles. Glue these rectangles onto the pyramid with P.V.A. to give the impression of the blocks making up the pyramid. Angle the pieces at the corners to match the angle of the pyramid and once the glue has dried you can trim the edges to give a neat corner that retains the clean lines of the pyramid.
- Once the brick effect has been completed you can glue panels of card to the corners to give the impression of stone cladding that has cracked and fallen away to reveal the blocks beneath. Trim the edges of the card and then paint the whole thing in a light coat of D.I.Y. filler that's been mixed with P.V.A. When this has dried add a second coat just to the cladding panels to give them a rougher texture than the stone blocks.



Note

To save space the cleaning and undercoating procedure is not listed. See page 8 for the tools and materials you will need. Make sure you assemble the cockpit before undercoating this figure.



By Mark McNaught



STAGE 1

Red Areas: The armor plating on the Orca, the Gunner's fatigues and helmet, and the Recoilless Cannon joint. Base-coat these in Mishima Red.

Blue Areas: The breastplate, shoulder pads, etc. of the Gunner are blue and should be painted in a 1:1 mix of Illian Blue/Bauhaus Blue.

Grey Areas: The grey areas are the breeches of the Recoilless Cannon and HMG and the guard around the footplate. Base-coat these in Smog Grey.

Cream Areas: The underbelly of the Orca and its inside legs are a creamy white color. Begin here with a base-coat of Vega Sand.

Brown Areas: The various straps and

pouches on the Gunner are brown and should be base-coated in Tree Bark Brown.

Windshield: This is the small green circle of glass in the front of the Orca, which should be painted Centurion Green.

Canopy: The rest of the glass on the Orca should be base-coated in a 2:1 mixture of Armor Grey/Bauhaus Blue.

Gloves and Boots: The Gunner's gloves and boots should be base-coated with Illian Blue.

Gaiters and Water Bottle: Paint the Gunner's gaiters (leggings covering the lower leg) and the water bottle Trench Brown.

PAINTING

The Capitol Orca Battlesuit



This is quite a big brute, so rather than half kill poor Mark by getting him to paint 10 separate stages of a model this size (yes that's really how we do it), we've broken the Orca down into 5 manageable chunks for you. Unlike the previous Mourning Hussar stage by stage procedure, which treated the rider and the saurian mount as separate models, the color scheme of the Orca is very similar to the crewman's. Therefore we treat the whole thing as a single model.

**STAGE 2**

Red Areas: Apply a second coat of Mishima Red.

Blue Areas: Do a thick, edging band in Bauhaus Blue.

Grey Areas: Do a thick edging band in Pretorian Grey.

Cream Areas: Edge these areas in Legionnaire Flesh, drawing the paint out from the edges.

Brown Areas: Do a thick, band highlight in Demnogonis Brown.

Windshield: Do a graded highlight (i.e. paint within border of the first coat, leaving a narrow band around the edge) in a 2:1 mix of Centurion Green/Luna White.

Canopy: Do a graded highlight in Armor Grey.

Boots and Gloves: Paint over these with a thin 1:1 mix of Armor Grey/Ilian Blue.

Gaiters and Water Bottle: Highlight with a 2:1 mix of Trench Brown/Luna White.

Metal Areas: Areas like the gun barrels, piston heads in the Orca's legs and the Gunner's steel toecaps should be base-coated in a 1:1:1 mix of Mortis Black/Black Ink/Gun Metal.

STAGE 3

Red Areas: Do a wide band highlight of Mishima Red. Mishima Red tends to be a thin color, so if you start from a black undercoat each successive coat will tone up the area.

Blue Areas: Highlight with a 1:1 mix of Bauhaus Blue/Semai Blue.

Grey Areas: Edge these in Armor Grey.

Cream Areas: Edge and point highlight with Luna White.

Brown Areas: Highlight in Wolfbane Leather.

Windshield: Highlight with a 1:2 mix of Centurion Green/Luna White.

Canopy: Highlight with a 1:1 mix of Armor Grey/Luna White.

Boots and Gloves: Highlight with a 2:1 mix of Armor Grey/Ilian Blue.

Gaiters and Water Bottle: Add a little more Luna White to the mix from Stage 2 and highlight.

Metal Areas: Thick band highlight of Gun Metal.

Brass Details: Such as the trim around the Gunner's visor and the recoil dampers on the Recoilless Cannon. These should be base-coated in Tekron Bronze.

Yellow Details: These are the gas vents on the guns, and should be painted with two coats of Gehenna Orange.

STAGE 4

Red Areas: Do a thin band highlight of Desert Rust.

Blue Areas: Do a thin band highlight of Semai Blue.

Grey Areas: Highlight prominent corners in a 1:1 mix of Armor Grey/Luna White.

Brown Areas: Using a heavily loaded brush, drybrush on Vega Sand.

Windshield: Final highlight of Foliage Green.

Canopy: Point highlight with Luna White.

Boots and Gloves: Final highlight of Armor Grey on the most prominent ridges.

Metal Areas: Edge in Violator Metal.

Brass Details: Drybrush with Temple Guard Gold.

Yellow Details: Do a wide band highlight in Cartel Yellow.

Warning Bars: These are the diagonal stripes on the Recoilless Cannon. Paint them on in two coats of Mishima Red.

Pipes: The pipes serving the Orca's knee joints should be painted with two coats of Foliage Green.

STAGE 5

Red Areas: Heavily Drybrush raised areas with Human Flesh.

Blue Areas: Drybrush Ashigaru Blue on to prominent areas.

Metal Areas: Apply a Dark Brown Ink wash.

Brass Details: Apply a Dark Brown Ink wash.

Yellow Details: Do a line highlight using a 1:1 mix of Cartel Yellow/Luna White.

Warning Bars: Paint a 3:1 mix of Mishima Red/Luna White down the center of each bar.

Pipes: Apply a Dark Green Ink wash.



GALLERY

Kev White in the Spotlight



This is a new feature looking at the work of the artists and sculptors who provide the images and models which breathe life into the Warzone and Chronopia worlds. First up we've got miniature sculptor Kev White.

Kev's love of fantasy and sci-fi goes right back to primary school when one of his teachers introduced him to the work of J.R.R. Tolkien, namely "The Hobbit".

His first foray into the games industry was working as a figure painter for Games Workshop where he picked up basic pointers on the art of figure sculpting from Jez Goodwin and Gary Morley. From there Kev went on to do a lot of freelance miniature design work between the years of 1993 and 1998 for companies such as Harlequin and Ground Zero, eventually finding himself with Target Games Design Studio at the beginning of '98.

Kev enjoys designing Chronopia miniatures best because, as he puts it, there is a lot of scope for the artist to experiment with and personalize fantasy models. He cites Paul Bonner's artwork as a big influence on his own style, and by a strange coincidence the Hobbit poster he fondly remembers from his schooldays is a Bonner design. Kev admires the work of other sculptors and those of Roy Eastland in particular. He appreciates the texture and character that Roy gets into a miniature and the fine touch he has with plate armor and clothing.



Firstborn Iron Guard



Dark Legion Undead Legionnaire at 'green' stage



Bauhaus Vulkan Battlesuits



Bauhaus Mounted Hussars



Elven Flying Dragonbane



➤ Bauhaus Blitzer Kapitän



➤ Bauhaus Etoiles Mortant Hero



Kev struggled when asked to choose a favorite miniature from his own repertoire. He likes some of the females he's done, such as the Blade Maiden leader and the Etoiles Mortant Hero but he's also especially pleased with the Jungle Kommando TRS Specialist.



➤➤ Jungle Kommando TRS Specialist



➤ Imperial Wolfbairn



➤ This Imperial Headhunter was one the first miniatures Kev made for Target Games



➤ Here are some models Kev is currently working on for the Firstborn War Chariot.



➤ Bauhaus Jaegers

BARBED WIRE, FOXHOLES & TRENCHES



By Garbage Can Alex

Here's a short article looking how to make some of the specific features you will find covered in the new rules of Mars: Capital Forces of War. So come ye, and brighten up your slaughter with 'Carnage' Can Alex.



Trenches

Begin by cutting a section of thick card into a rectangle three inches long and two and a quarter inches wide. Build up the front of the trench by gluing sections of corrugated card on top of one another until they come to roughly waist level on a 25mm miniature. Paint this with P.V.A. and texture as desired (you can use different grade of sand and grit, small pieces of wood, wire, etc to make it look as though it's piled up from battlefield debris).

To make the sandbags roll out a length of putty (e.g. Fimo or Sculpy) or air-drying clay about three inches long and a quarter of an inch thick. Use a knife to put a deep crimp every half an inch along its length and then use a fine bladed tool to press a bird's foot shaped creases in the corners of the crimps. You can now personalize this row of sandbags with bullet holes or perhaps make some of them look as though they've burst. Glue a strip of balsa wood or thin card along the inside wall of the parapet then cut thinner strips and glue these vertically to act as supports for the board.

Tip: you can create a wood grain effect on card by drawing lines on it with a blunt sculpting tool. Now add texture around the edges of the trench, leaving the area in which the miniatures will stand flat.



Capitol Light Infantry taking cover behind the parapet of a trench.

Barbed Wire

To start making this you'll need some fine aluminum mesh. You can get this from model shops or car repair shops, where it's used for repairing damaged bodywork. Cut this diagonally into very thin strips by cutting along one line of the mesh. This will give you a long jagged piece of wire. Each strip should be no more than six inches long. Carefully wind the wire round a thick marker pen or similar cylindrical object to create a spring-like coil. When you've done this, tease the coil open into roughly 3 inch sections and glue them onto a three-inch long strip of card. Use a hot glue gun or fast drying epoxy because you don't want to get the card wet, as this will result in warping. Adjust the coils in the wire so that it doesn't look too regular and then texture the base either with filler or modelling clay. You can add a good earth texture by stippling the soft clay with an old toothbrush. Finally finish the piece by painting it an appropriate color or covering it with flock.



Foxholes

Start by getting a compass and drawing out a three-inch diameter, (that's one and a half inches on your compass, brainiac) then draw another circle from the same point of origin that's two inches in diameter. Using a pair of scissors roughly cut around the outside of the larger circle, now you have your template. Working within the outer ring build up a low ridge with sections of card, rather like the way the trench parapet is built up, and then paint this with filler leaving the inner circle as flat as possible. When it's dry paint the whole thing with P.V.A and texture as you see fit. You can add other details to the foxhole, such as barbed wire or sandbags, or perhaps corrugated iron sheeting. To make the sheeting you'll need either corrugated plasticard or failing that you can get a good effect by scoring straight lines on to ordinary plasticard with a sharp knife. When you have the appropriate material, simply cut out two or three small rectangles to glue up against the inner wall of the foxhole. You can make props for them out of card or balsa wood, like the props for the trench wall.



Capitol Heavy Infantry HMG Specialist

EMPIRE CHRONOPIA



So you've read the taster on page 6 huh? Is your appetite whetted? Do you want to know more? Then read on...



What's In The Box

Empire Chronopia comes complete as a box set containing everything you need to play including rules, army lists and two complete armies; the fierce Blackbloods and the demonic horde of the Devout. Each of these armies contains one hundred and eighty-five plastic miniatures, that's a total of three hundred and seventy miniatures! The basic troops have different poses and are further enhanced with leaders and standard bearers while the larger creatures are multi-part models with different components to allow for variations and multiple poses.

Here's a complete list of the armies included in the box:

The Blackblood Army:

- 80 Orc Spearmen with leaders and standard bearers
- 40 Orc Archers
- 20 20 Orc Kutaras
- 20 Double-mounted Kutaras
- 10 Trolls
- 10 Bull Myrmadons
- 5 Myrmadons with a choice of war towers

The Devout Horde:

- 80 Greatsword Followers with leaders and standard bearers
- 40 Skeleton Archers
- 20 Undead Knights
- 20 Damned
- 10 Tormented
- 10 Abyss Crawlers
- 5 Soulfayers with a choice of weapon arms and adjustable wings

The box also includes books containing background information on the world of Chronopia, rules on how to play the game including modeling and terrain building tips and army lists for the two armies. And of course there are the dice, and full color counters and templates all double-sided and pre-cut for easy use. There are also special cards that come into play when commanding your forces providing modifiers and penalties that affect the efficiency of your army.

The Rules

When designing Empire Chronopia we tried to keep the rules as simple as possible without losing depth and flexibility. We wanted a game of skill and excitement where players could see the benefits of good tactics and would play to the strengths of their army.

The game uses centimeters for measuring and 20mm square bases as the foundation for a unit. One 20mm base holds four human-sized warriors or two horse-sized cavalry models. Larger models such as the Devout's Tormented might occupy one base on their own, while the massive Blackblood Myrmadons occupy six. The miniatures on the base are considered to be representative of the unit type and not an exact portrayal of the numbers involved. For example, a base of four Orc Spearmen miniatures might represent a block of fifty Orc Spearmen in reality.

This is important to remember when maneuvering your forces. These are large bodies of troops and they react very differently to individual models. Individual models can duck and dive and turn in the blink of an eye. Large units on the other hand depend on structure and formation. Maneuvering formations such as 'wedges', 'squares' and the 'Testudo', or Tortoise, is difficult and requires a high level of discipline. Certain units might be unassailable from the front but vulnerable when attacked from the flank or rear.

It is up to the players to use their troops where they are most effective. Heavy cavalry are most effective when charging, but a solid wall of spearmen, trained to hold their ground and keep formation, can bring them down. The same densely packed spearmen however, might be vulnerable to archers or cut to pieces by close combat shock troops armed with short swords and shields. Skirmishers can be used to harry the enemy or support friendly units, punishing the enemy and increasing the effectiveness of an attack.



Your Army

Creating your army is done by spending points with more powerful units obviously costing more, but the game has been designed so that every unit has its strengths and weaknesses. If you use a unit as it is intended you will notice the effectiveness, if not then you will most likely be slaughtered, but then battle has no mercy for the foolish.

All armies can be broken down into basic troop types from light infantry to heavy cavalry and the towering war engines and battle beasts. Each of these troop types has a stat line comprising eight combat stats, with other stats for such things as movement and command rating. With this simple system you can see, at a glance, how effective your unit is against a given opponent. This allows for a smooth a speedy combat system, which is after all, the essence of the game.

For the most part the game uses six sided dice. This gives the game sufficient scope while retaining the essential simplicity. When two units clash they compare their combat ratings to determine which of them has the advantage. Their combat rating can be modified by such things as charging, flank attacks and multiple rank bonuses. This advantage is used to modify the kill number and players then roll to decide the outcome of the conflict.

A simple combat system and innovative method of activation and command result in a fast flowing game where players must analyze the battlefield and dispense their commands with care. This is no skirmish, no minor conflict on the borders of your realm, this is Empire Chronopia where the fate of the Empire lies in your hands.





The Blackbloods

The noble Blackbloods are comprised of four great races; Ogres, Orcs, Goblins and Trolls, four proud races who fight in the service of the Emperor Nizar Bloodbound. Emperor Nizar sits on the Blood Throne in Kharabad and commands the largest army in all Chronopia, beside the endless legions of the Devout.

The Blackblood Empire lies to the northeast of Chronopia and extends from the city of Bezek in the west to the jungles of the Fallen Land, from the Goblin City of Terakan in the south to the shores of the Frozen Sea. It is a mighty Empire where strength rules and sovereignty is claimed by force of arms. Emperor Nizar himself slaughtered thousands in the struggle to claim the throne, including members of his own family.

The Blackbloods have a large and well-rounded army with hordes of infantry and cavalry trained to use their bows from the backs of the Kutara mounts they ride. Orc archers rain death upon their enemies with their composite bows while powerful Trolls wade into the thick of the action. But by far the most distinctive element in any Blackblood army are the mighty Myrmadons. These enormous beasts lumber into battle carrying war towers on their broad backs. Not only can the Myrmadons trample and gore the enemy but they provide excellent platforms for the archers and rocket towers that they bear.

Featured here is some of the pre-production artwork and miniatures that will be included in the finished product.

The miniatures shown here were sculpted by Bob Naismith. They are sculpted many times larger than the finished article then reduced to the correct size using a process called 'pantographing' to give a superb finished result.

Blackblood Flagship



Orc Kutara



The Devout

The Devout are servants of the Dark One. Twisted souls from all the races of Chronopia, undead skeletons and nightmare demons from the Dusk Realm. They have come to baptize the world in fire and death, to make of it a bed of pain for their Lord to recline upon. From the four corners of the world the armies of the Devout are spreading across the world of Chronopia led by the Four Dark Prophets.

In the desolate wastelands of the Frozen Sea the Dark Prophet Negral raised his mighty citadel. A towering megalith of black marble streaked with crimson iridescence. At the center of the citadel lies the swirling vortex of unholy power, a gateway to a world of chaos and everlasting torment. From this tortured rent in space the minions of the Devout issue forth. Terrible demons like the Tormented and the Damned, the earth shaking Abyss Crawler and the hope crushing Soul Flayer.

The ranks of the Devout are filled with human warriors known as Followers, fanatical warriors who have surrendered their souls to the Dark One. Marching beside the Followers are skeleton archers and undead knights, dreadful souls torn from beyond the grave by the evil Necromancers. There are few sights more harrowing than that of a Devout Funeral Barge passing over a battlefield, ploughing up the earth as though all the world were a grave. And in its wake the dead rise up, skeletons by the thousand, risen up to serve the Dark One.

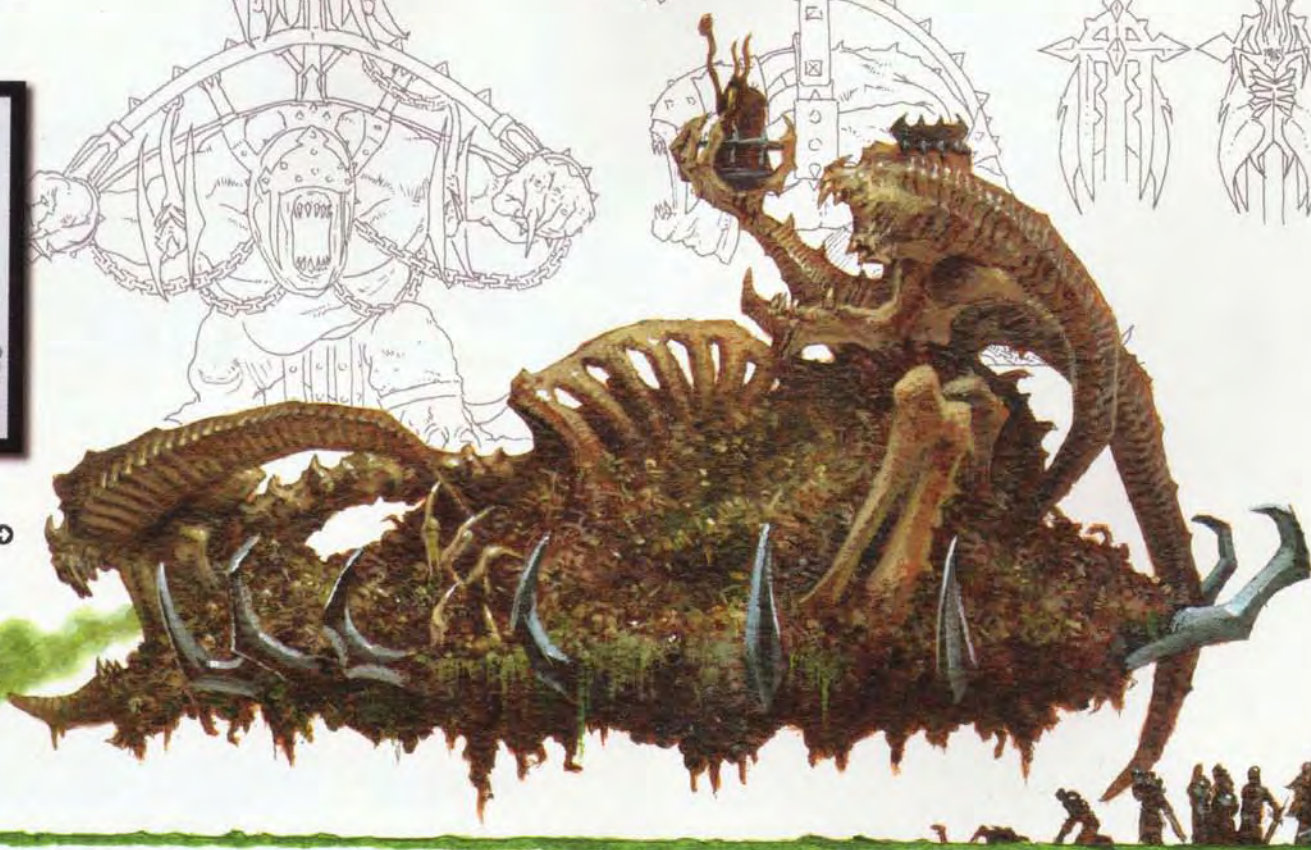
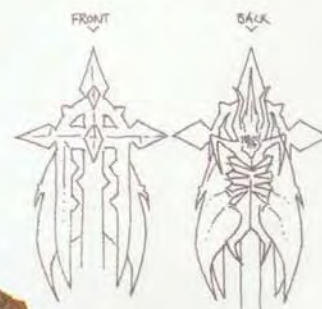


Abyss Crawler



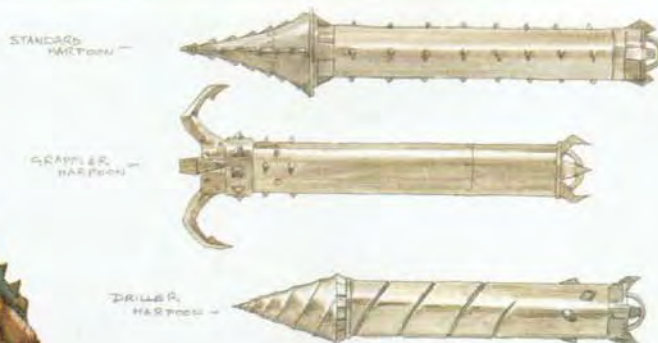
Devout Funeral Barge

Devout Funeral Barge





Dwarven Blood Bone Totem



Dwarven Vulture Totems



Elven Air Elemental

Elven Giant Dragonbane



The Elves

The Elven Houses have dominated Elven society for centuries. The three most powerful houses are the House of the Crystal Lotus, the House of Helios and the House of the Obsidian Serpent. Each great House is governed by a duke, the most senior of whom is Duke Zazen of the Crystal Lotus. Zazen is the oldest and strongest of the dukes and he struggles to hold the Elven race together in the face of their many enemies. But the Elves are proud and head-

strong and the other dukes seek to advance their own power, especially Duke Valimyr of the House of the Obsidian Serpent.

Elven territory is centered around the islands of the Inner Sea at the heart of Chronopia. From the Spiral City of Elymriss to the dark spires of Baal-Hazor and the coastal city of Helio the Elves strive for dominance in a world of unceasing conflict.

The Elves are skilled in the art of war. Their troops are disciplined and highly

The Dwarves

There are five great Dwarven Clans: the Wolf Clan, the Vultures, the Blood Bone, the Horned Ones and the indomitable Dark Tusks, all fashioned in the image of their beast-gods the mighty Blood Totems. In centuries past the Dwarven Gods cared for their children and built for them wondrous homes called Ringholds, carved from the bedrock of the world. In centuries past the Dwarven Gods were strong, unchallenged, but then came the Wilding, an evil time of treachery when the Dwarven Gods were brought low and rendered into savage beasts. Now these savage beasts have been tamed by the Keepers and they join their Dwarven brethren as they march to war.

Beside their natural toughness the Dwarven Clans possess an ingenuity that their craftsmen apply to the business of war. War engines that are pulled into battle by Blood Totems and ironclad land ships that move under their own steam fueled by fire that burns in their belly.

The Dwarves are strong and stalwart folk. Highly disciplined and regimented, their resilient nature serves them well on the battlefield. They favor strong formations and fight with unswerving determination. The Dwarven forces are further enhanced by the strength of the Blood Totems who roam over the battlefield looking for enemies on whom to vent their carnal rage.

trained and were it not for internal power struggles they might well have dominated the world of Chronopia. In addition to their martial skills the Elves consume the essence of the Lotus Flower, a potent drug which allows them command of the elemental plane. By wielding this power they can conjure unearthly elementals to fight on their behalf. Air elementals to power their landships; fire elementals to consume their enemies and earth elementals to crush all those who stand against the Elves.

The Stygian

When all the other races were young the Stygian were ancient, masters of the world. They drew their strength from the blood of sacrificial victims until their civilization reached to every corner of the world. Then, even at the height of their power, they were struck down. A great champion, lost in time, denied them the rite of sacrifice and took away their power. Weakened and sorely wounded they retreated into the Chaos Tombs, great zig-

gurats, where they would be safe until the time when they would emerge once more to claim the world. Now they have awakened, but while they slept the world has changed. No longer are the races weak and leaderless. They have grown, become strong, and the Stygian must rouse themselves to war if they wish to claim heart-blood of Chronopia.

The Stygian are the most mysterious of all the races. Their culture is lost in the mists of antiquity. They appear to operate with a collective mind and are apparently

able to spawn whatever type of creature the rigors of war demand. From their brood chambers huge monstrosities crawl forth, serpentine creatures and multi-legged reptilian horrors.

These saurian giants rise above the massed ranks of the Stygian horde. Stygian wielding gilded swords and talon-spears, skittering over desert sand or leaping over mountain rocks, swarming from the Chaos Tombs at the behest of the Stygian Priestesses.



Stygian Greater Sand Worm

Stygian Cavalry



Stygian War Chariot



The Firstborn

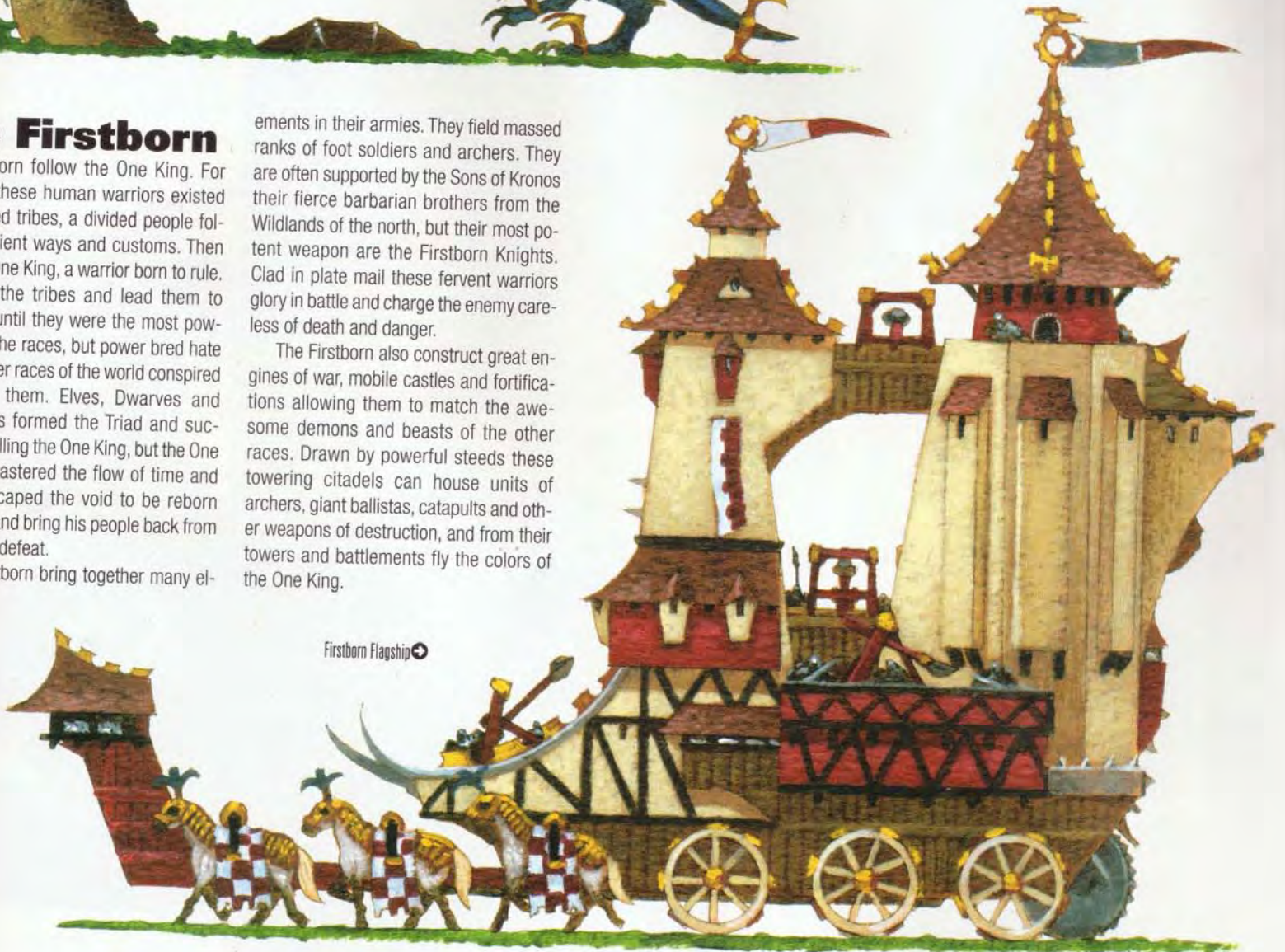
The Firstborn follow the One King. For centuries these human warriors existed as scattered tribes, a divided people following ancient ways and customs. Then came the One King, a warrior born to rule. He united the tribes and lead them to greatness until they were the most powerful of all the races, but power bred hate and the other races of the world conspired to destroy them. Elves, Dwarves and Blackbloods formed the Triad and succeeded in killing the One King, but the One King had mastered the flow of time and his soul escaped the void to be reborn once more and bring his people back from slavery and defeat.

The Firstborn bring together many el-

ements in their armies. They field massed ranks of foot soldiers and archers. They are often supported by the Sons of Kronos their fierce barbarian brothers from the Wildlands of the north, but their most potent weapon are the Firstborn Knights. Clad in plate mail these fervent warriors glory in battle and charge the enemy care-less of death and danger.

The Firstborn also construct great engines of war, mobile castles and fortifications allowing them to match the awesome demons and beasts of the other races. Drawn by powerful steeds these towering citadels can house units of archers, giant ballistas, catapults and other weapons of destruction, and from their towers and battlements fly the colors of the One King.

Firstborn Flagship



SISTERS OF TIAMAT



The Sisters of Tiamat are featured in the Land of Two Rivers, the first supplement to Chronopia. They are just one of the many Stygian creatures featured in this supplement which features a complete Stygian army list and new troop types for the other races of Chronopia.

These multi-headed abominations prowl alongside Stygian armies with an effortless glide that belies their enormous frames. Although their five fang-studded heads are eyeless, they can perceive their surroundings in a way that the sighted can only dream about, and nothing escapes their scrutiny. When they close on their quarry Sisters of Tiamat can rush forward with a surprising turn of speed, the five heads striking simultaneously to dismember the victim. By feeding on the carcasses of their foes, these creatures can transmute the essence into a healing force, which instantly seals any rents and tears in their own flesh that have been suffered in combat.

The line of Vulture Clan Crossbowmen, shifted uncomfortably, the torches planted at their booted feet in the sandy floor of the tunnel guttering in time to some minute shift in the sluggish air currents. Something was up ahead, just out of the range of their torchlight and although the Crossbowmen were made of stern stuff, this was worrying. A sibilant whisper like the voice of a coursing subterranean brook lifted from the darkness, and something emerged from the inky mantle.

The creature was enormous, one of the foul Stygian host that they had heard so much about recently, dragging its five-headed frame along with two powerful, gold decorated arms. The leader gave the order to fire and several heavy crossbow quarrels thudded into the heavy plates banding its abdomen. The beast recoiled, with a sound somewhere between a crocodile's hiss and a tiger's roar, then surged forward in a mass of muscular, writhing necks and snapping jaws.

SISTERS OF TIAMAT

CC	MW	PW	LD	AC	W	ST	MV	A	DEF	S	COST
13	10	0	14	1	4	3	6	22	-1	3	79

SPECIAL RULES:

- The Sisters of Tiamat are Immune to Panic and Fear
- The Sisters of Tiamat cause Fear
- The Sisters of Tiamat have the Cold Blooded Special Ability.
- The Sisters of Tiamat have the Feast Special Ability.
- The Sisters of Tiamat are Immune to Desert Climate Effects.
- The Sisters of Tiamat are huge multi-headed serpents. For every attack Action spent in CC they get 5 attacks, 1 for each head.
- No model may Hide from the Sisters of Tiamat, all hidden troops are considered visible to them, though this special sight cannot be used to reveal the position of hidden troops for other Stygian to target.

EQUIPMENT:

The Sisters of Tiamat are armed only with their teeth, Dam 10.

STRUCTURE:

INDIVIDUAL



A Designer's Perspective

The Sisters of Tiamat model was sculpted by Alex Hunter, using concept artwork provided by Adrian Smith. Alex is the man at Target who excels when it comes to making the bigger more monstrous creatures and has recently filled a number of gaps in the Stygian range, including this monster. Starting with a wire frame known in the trade as an armature, Alex built up the rough shape of the Sisters of Tiamat with hard-drying modeling putty. Then he cut off its heads and arms and loosely pinned them back in place. The heads will need to be cast separately and it's easier to make the necessary cuts through the heavy armature at this early stage rather than when the model is complete. With the heads temporarily pinned in place, he added final layers of putty over the model and finished the fine detail before cutting it up once more. This time he only needed to cut through the skin of putty and tidy up the joins before sending it off for casting.

Assembly And Painting

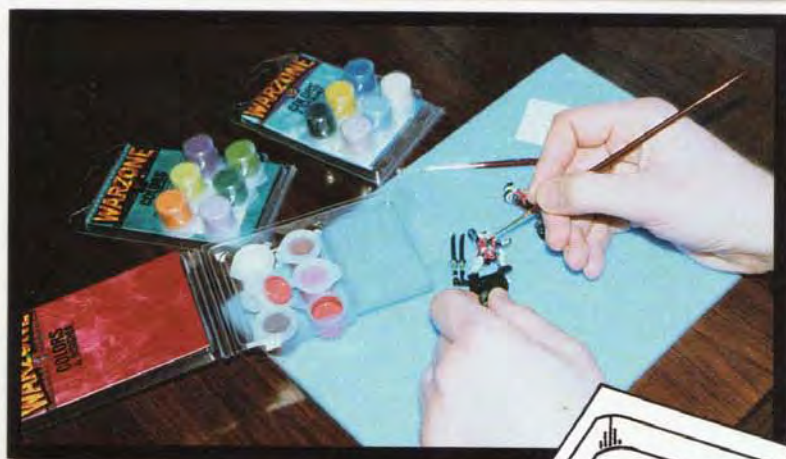
Alex recommends that before gluing this model together, you should assemble the pieces to see where everything fits. This is one of those models that requires all of the parts to be assembled in the correct way and it's better to do a practice run before gluing things in place. You should also consider filing the resin parts to get a snug fit, and pinning the heads and necks to the torso for a stronger join.

To achieve the desired effect Alex used a dual action airbrush to paint this model. These are very expensive, but any hobby airbrush should do as long as you're careful. Failing that you can paint it in the normal way using the drybrushing technique to achieve the same soft shading effect.

On top of a black undercoat, Alex sprayed on a coat of dark blue, followed by a light 'overspray' of a red/purple mix. The next stage was to spray in light blue highlights and follow this up with a light drybrushing on the areas that needed it. The final task for the airbrush was to spray the mouths red, after which the rest of the model's details (nails, teeth, jewelry, etc.) were painted in the normal way.



TARGET GAMES PAINTS

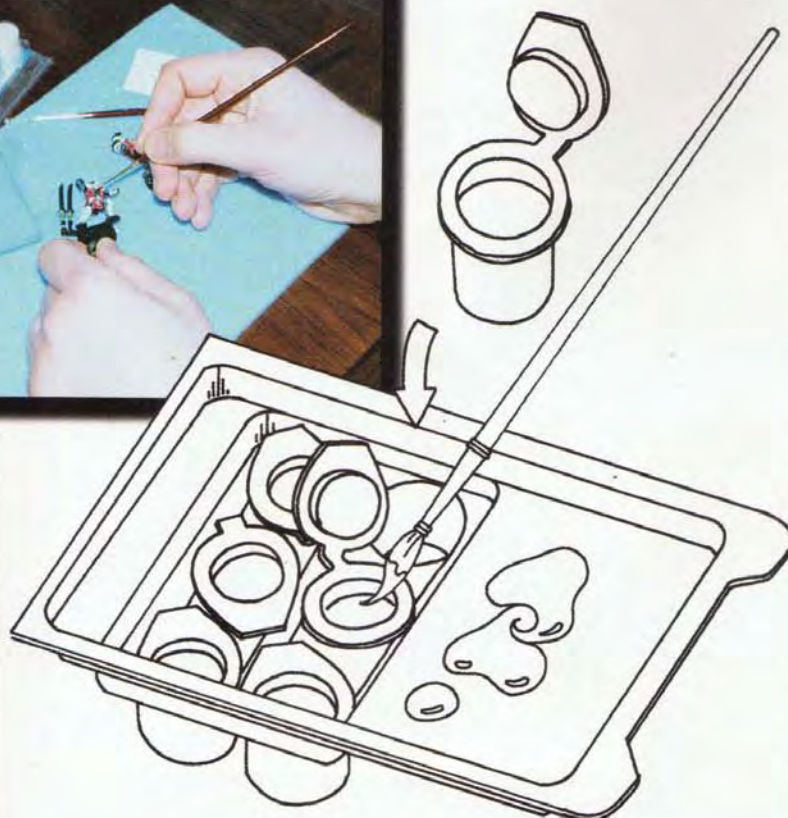


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These paints have been specially designed by Humbrol for painting plastic or metal miniatures. These are exactly the same paints used by Mark McNaught the Target Games studio painter. Take a close look at the finished miniatures in this magazine to see the kind of results that are possible. With patience and practice there is no reason why you shouldn't be able to achieve results to rival Mr. McNaught, the 'fastest paintbrush in the west'.

These paints are water-soluble and completely non-toxic. They are also quick drying and waterproof when dry, so there is no waiting for one coat to dry before you continue with the next. The paint flows smoothly and mixes with water to produce a host of different techniques and finishes such as color washes and drybrushing. Check out the painting articles in this issue for a more detailed look at painting miniatures.

The paints are presented in transparent blister packs so that you can see exactly what you are getting, and each pack contains six different colors to give you the greatest selection of colors for your money. The colors in each pack are specially chosen to follow a particular theme such as Arms and Armor, Flesh Tones or the colors suited to a particular army such as Bauhaus. With these new blister packs you can build up an impressive range of colors quickly and cheaply. Buying just three packs will give you a full eighteen colors to choose from allowing you to enjoy the hobby of painting miniatures more easily than ever before.



1 of 6 Capitol Transfer designs



1 of 6 Mishima Transfer designs



1 of 6 Brotherhood Transfer designs



1 of 6 Cybertronic Transfer designs



1 of 6 Dark Legion Transfer designs



1 of 6 Imperial Transfer designs



1 of 6 Bauhaus Transfer designs

Transfers

Also included in each Warzone and Chronopia pack is a sheet of highly detailed, color transfers that you can use to enhance your painted miniatures. These superb transfers provide an easy way of applying highly detailed symbols to your models. They are the perfect enhancement to any painted miniature.

Blister Packs

Generic Packs

Primary Colors:

Flesh Tones:

Arms & Armour

Warzone Packs

Bauhaus Colors & Insignia

Imperial Colors & Insignia

Mishima Colors & Insignia

Cybertronic Colors & Insignia

Capitol Colors & Insignia

Brotherhood Colors & Insignia

Dark Legion Colors & Insignia

Chronopia Packs

Firstborn Colors & Emblems

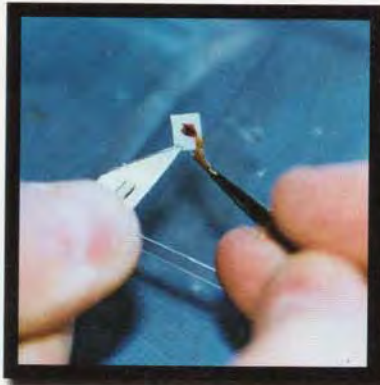
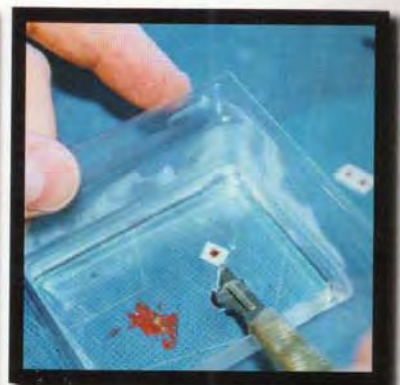
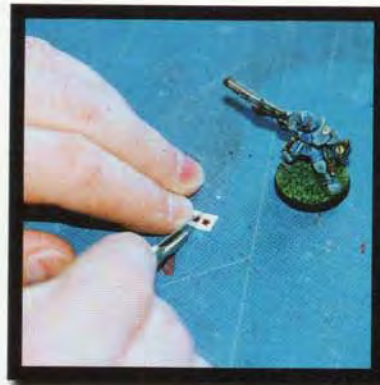
Blackblood Colors & Emblems

Elven Colors & Emblems

Dwarven Colors & Emblems

Stygian Colors & Emblems

Devout Colors & Emblems



The Range Of Colors



1. Armor Grey



2. Ashigaru Blue



3. Bauhaus Blue



4. Black Ink Wash



5. Cartel Yellow



6. Cavern Stone



7. Centurion Green



8. Chestnut Brown
Ink Wash



9. Chocolate Brown
Ink Wash



10. Demnagonis
Brown



11. Desert Rust



12. Foliage Green



13. Gehenna Orange



14. Graviton Tan



15. Gunmetal



16. Human Flesh



17. Illian Blue



18. Jungle Green



19. Legionnaire Flesh



20. Luna White



21. Mishima Red



22. Mortis Black



23. Muawijhe Flesh



24. Necrotech Green



25. Nephrite Red



26. Parched Earth



27. Pretorian Grey



28. Razide Purple



29. Scrub Green



30. Semai Blue



31. Smog Grey



32. Tekron Bronze



33. Temple Guard Gold



34. Tree Bark Brown



35. Trench Brown



36. Vega Sand



37. Venusian Green



38. Violator Silver



39. Wolfbane Leather

Applying Transfers

- First cut out the transfer you wish to use, then soak it for about twenty seconds in some warm water to loosen it.
- Wet a fine paintbrush and carefully slide the brush under the transfer. Lift the transfer off the backing paper and position it over the miniature.
- Gently lower the transfer onto the miniature and withdraw the brush leaving the transfer in place.
- Adjust the transfer into its final position and leave to dry.



THE AWAKENING

By Mark Brendan



In this scenario a patrol of Elves from the House of the Crystal Lotus have stumbled across a small Stygian Ziggurat, recently uncovered by the shifting sands in the northern reaches of the Land of Two Rivers. The of-

ficers insist that the patrol camp nearby and keep the building under round the clock surveillance until reinforcements arrive, much to the weary troops discomfort. Once this happens they will be able to explore the Ziggurat properly and, they

hope, raid the loot such edifices are rumored to contain. However, this unwelcome break in the journey home is only the beginning of the Elves' problems.



The foreboding entrance to the Stygian Ziggurat looked like a gaping maw in the bright noonday sun. The dark shadows within seemed to be filled with a disturbing watchfulness, staring at Canix from the pale expanse of desert. The Elf sighed, and hitching the ivory bow over his armored shoulder he scrambled back down the powdery dune to where the rest of his camp waited. This miserable, arid climate really didn't suit the folk of the House of the Crystal Lotus he concluded, longing to be somewhere altogether chillier, more bracing than this stultifying heat.

At Canix's approach, the replacement sentry tossed aside the hunk of trail bread he'd been munching on, quickly washed it down with a gulp of water from his canteen and moved towards the archer. Other Elves lounged in the shade of the palm trees around the small oasis where they had chosen to camp, vainly trying to keep cool.

"How goes the watch, Canix?" Inquired the younger Elf.

"Would you believe nothing to report? This is becoming decidedly boring, not to mention uncomfortable. When are these reinforcements supposed to be arriving anyway?"

"It should be anytime soon, if we're to believe our illustrious leaders. Anyway, business as usual for now I suppose."

With that the sentry made his way to the top of the dune to take up his post. Canix had barely turned his back to take up his own well earned place in the shade when the sentry's clear voice rang through the camp.

"Stygian! They're everywhere! We're surrounded and they're coming out of the ground!"





Scenery

For this scenario you're going to need some desert terrain. If you don't have a sand covered gaming board (which we appreciate most people aren't going to have) then a large beige cloth or canvass measuring 6' x 4' will be ideal. Aside from this you'll need several palm trees (see issue 1 on "Making Jungle Terrain"), two large sand dunes (this issue), a Stygian Ziggurat (also this issue) and a pool of water (we haven't covered this yet but some blue card cut to shape will be fine).

Choosing Armies

The Elf player chooses 500 points of Crystal Lotus troops in the normal way.

The Stygian player chooses 1,000 points of Stygian with the following restriction. If you decide to include a Stygian Priestess in your force, she is forbidden to take any of these spells: Sandstorm, Quicksand and Greater Desert Wurm. This is to give the Elves a fighting chance, because their deployment restrictions would make these spells devastating to say the least.



The Starved

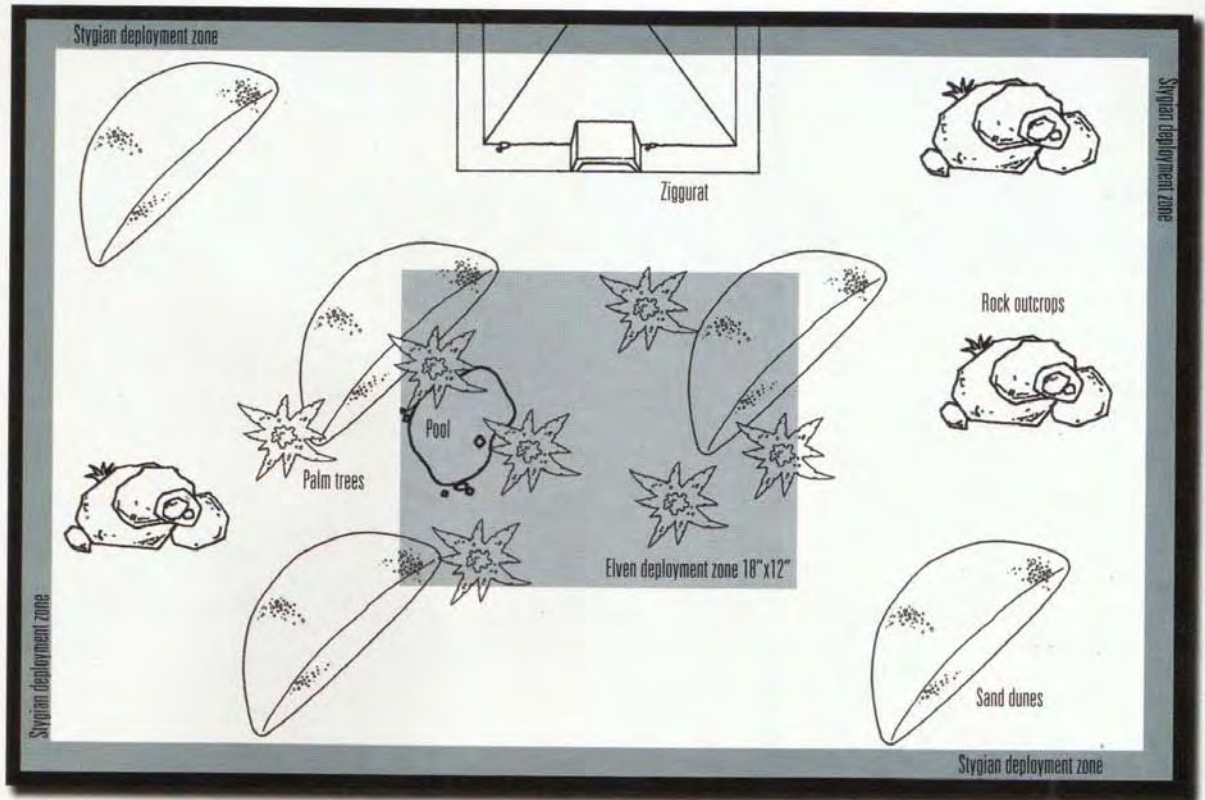


Setting Up

When you have gathered all the necessary scenery together then set up the gaming area as shown in the diagram.

Deployment

Roll for who deploys first in the usual manner described in the Chronopia Rulebook. The Elves deploy in the center of the table in the area enclosed by the sand dunes and the outermost palm trees as indicated in the shaded area. Stygian Units may be deployed within 6 inches of any table edge.



Stygian Priestess Staff



Stygian Warrior

The Battle

Since this skirmish takes place in the northern deserts of the Land of Two Rivers, the Desert Climate Effects table does not apply. This battle is fought over a random number of Turns, indicating the uncertain amount of time it takes for the Elven reinforcements to arrive. Starting with the end of Turn 4, roll 1d20 at the end of each Turn and consult the following table to see if the battle is over:

Turn Number	Dice Roll
4	16-20
5	13-20
6	10-20
7	08-20
8	01-20

If you roll a number in the range indicated by the dice roll column, then the game automatically ends. You will note that if the reinforcements haven't turned up by Turn 8 then they will automatically do so at the end of that turn.

Victory Points

This game has sudden death victory conditions rather than victory points. If there are any Elves left when the reinforcements turn up then the game is an Elf victory; they've held their position and avoided the possibility of a Stygian ambush befalling their comrades. If the Stygian completely wipe out the Elves before their reinforcements arrive then game is a Stygian victory.



Stygian Warrior head detail

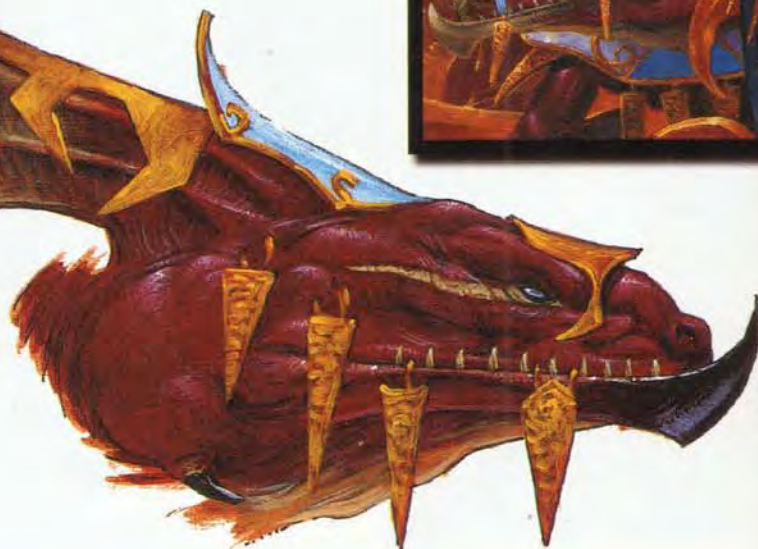


Stygian Guardian's chest plate

Stygian swords



Stygian Great Warrior head detail



WARZONE AND CHRONOPIA FAQ



Before we go on here's a few pointers on how we deal with the FAQ. The FAQ will not answer questions if the rules or forces are correct as printed. It won't answer questions on the release schedule. Such submissions will be discarded. I attempt to follow the various posts on the forum and the mailing lists but the FAQ submission forms is the only way to make sure your question is read.

We also get questions and comments pertaining to possible new troops types,

giving races' special abilities, introducing new rules concepts, etc. We can't deal with these questions in the FAQ. Feel free to submit such suggestions and requests to our customer service department.

This issue we'll be dealing with the recent Venus: Bauhaus Forces of War release for Warzone and for Chronopia we'll be answering all of your questions on the Blackblood, including Swamp Goblins. If you want the full FAQ listings then check out the forums at www.target.se, warzone.target.se or chronopia.target.se.

Thanks to: Matt England, Rich Johnson, Alex Kanous, Dave Poole, Les Robertson, Dave Shepard, Chris Smith, Ed Smith, Tim Steed, Mark Theurer.

Abbreviations:

Chron – Chronopia

LTR – Land of Two Rivers

TFL – The Fallen Land

2nd Ed. – Warzone Second Edition

FOW – Forces of War

NB: Unless the entry is listed as errata it should be treated as also saying, "Unless otherwise stated", clarifications are not meant to overturn rules. For example under Spells we say that they may not target a spot on the board, some spell descriptions say you may target an area on the board. This falls under the "unless otherwise stated" and is therefore not restricted.

CHRONOPIA

BLACKBLOOD

Alchemist:

Errata: The Alchemist has a PW of 14 not 4. Chron pg. 192 Please note that this errata has been corrected in later printings of Chronopia.

Alchemist Potions:

Clarification: Unless otherwise stated Potions are treated as spells and suffer any restrictions that spells are subject to. Chron pg. 192.

Armory:

Errata: The Spear is considered a one-handed polearm. Chron pg. 153.

The Long Spear is a two-handed polearm. LTR pg. 76.

The Heavy Longspear is not a pole-arm. TFL pg. 83.

Fire Bomb:

Q: Fire Bomb costs 1 Action to cast, so must you also spend an Action to throw it? Do you have to target Fire Bomb on a model or can you throw it at terrain?

A: You throw the Fire Bomb in the same action you cast it. You must make both a to hit roll as well as rolling to see if the potion is successful. You must target the firebomb on an enemy model. LTR pg. 77.

Troll:

Clarification: A Troll armed with the 2 Gauntlet Scythes/2 Handed Falchion option will make three CC attacks with each

attack action. One attack each with the 2 Gauntlet Scythes and one attack with the 2 Handed Falchion. One of these weapon types must be chosen as primary. The other weapon type will count as the secondary attack and receive the appropriate penalties to CC. Chron pg. 189.

Troll Netting:

Rules Change and Clarifications: The Troll adds his STR to the DAM to see if the Target is netted.

When attempting to make a breakout roll vs. the net always assume the net has a ST of four and has rolled a six, the entangled model should make a breakout roll as per the normal rules.

If a single model from a Warband is "netted" the rest of the Warband may elect to leave that model behind and break command distance with it. Chron pg. 193, 123.



WARZONE

VENUS: BAUHAUS FORCES OF WAR

Bauhaus Force Lists:

Clarification: The force list from the Venus FOW book is not designed to be mixed with the force list from the 2nd Ed. FOW book. Players must use one list OR the other and they may not be combined unless all players agree beforehand.

Ducal Militia Sergeant:

Errata: The Ducal Militia Sergeant is armed with a pistol in addition to the listed weaponry. pg. 13.

Muzzle Flash:

Errata: The Muzzle Flash counter is removed at the start of the unit's next activation. Pg 61.

Vulkan Battlesuits:

Clarification: Since the Vulkan Battlesuit can use its HMG one handed is it counted as being armed with two one handed weapons that can be used in CC and receives the +1 CC bonus when engaging in close combat. pg 85.

Shadow Hunters:

Errata: The Predators squad are mistakenly equipped with the Enhanced Weapons upgrade, this is not a legal enhancement for this squad type in this duke's forces. Pg.94.

Personalities:

Clarification: Valerie Duval is an Etoiles Mortant, Max Steiner is a Venusian Ranger,

Konrad von Juntz is a Dragoon, and Johan Emigholtz is a Mounted Hussar, and may purchase legal enhancements for their troop types. pgs. 88-89.

Errata: Johan Emigholtz' points cost should actually be 68 and not 40 as listed. Supplemental Squads: Clarification: Supplemental squads are considered to be the same squad type as the one they are supplementing. So a Ducal Militia HMG team are considered Ducal Militia and are eligible to buy legal enhancements for that type of unit.

Squad Type Individuals:

Clarification: Individuals that are associated with a squad type are considered to be the same squad type. So a Dragoon Kapitan is considered to be a Dragoon and is eligible to buy legal enhancements for that type of unit.



Continued from issue No. 2

"To think, this pathetic bundle of rags and flesh shall be my deliverance."

"Do not die just yet, my prize. You've an appointment with the executioner's blade."

"Your life is forfeit Firstborn. I claim your soul for the pleasure of the Dark One."

"Now the trade shall be made complete..."

"Fear for vengeance..."

"Pain for the restoration of my flesh..."

"Death for peace and the silence of the screaming."

SHICK



"It is done"

"The Firstborn drowns in blood...."

"The power of the Dark One fills me..."

"Aaarrggh... the pain."

"Blood courses through my veins like fire."

"I am reborn. Nameless no more...I am Blackblood."



"You are restored
Ogre...the Dark Lord
keeps his promises..."



"You lie...I shall not
live to claim my
vengeance."



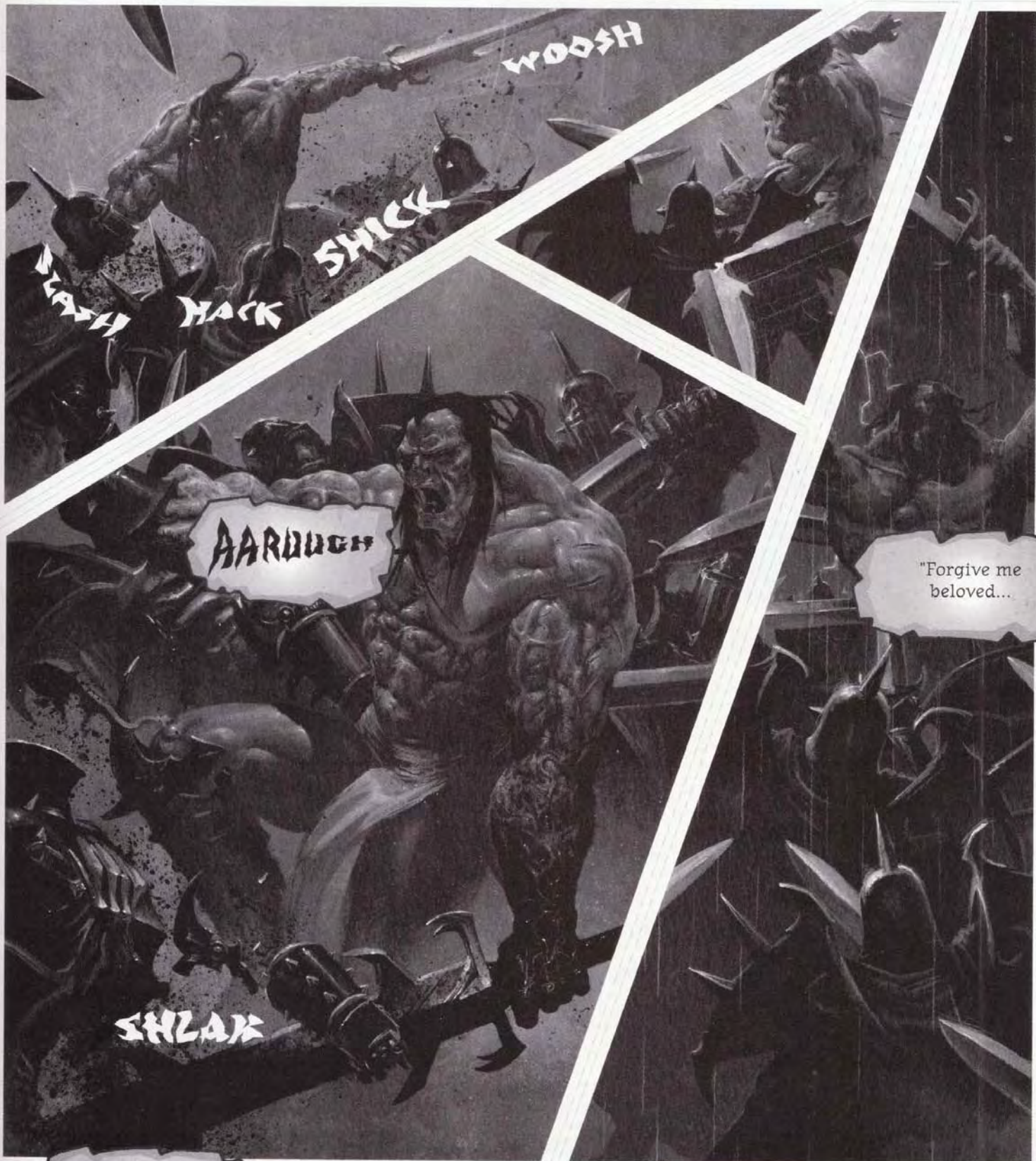
"My axe shall rest
in Ogre flesh and
darken the earth
with your blood."

"What
treachery is
this?"

"The Dark Lord
keeps his
promises..."

"Come then! Test
the metal of an
Ogre Lord..."





"...I am betrayed,
there shall be no
revenge..."

"Forgive me
beloved..."

"Hear me as you die
Ogre...the Dark Lord
keeps his promises..."

Continued next issue...

FRONTLINE COMPETITION



FRONTLINE COMPETITION # 3

This issue there's yet another 1,000 point (any system you like this time) army up for grabs, and to win it you've got to look at the Wolfbairn Squad pictured here. One of these miniatures was actually modeled on a member of the Target Games Design Team who is a regular contributor to this magazine. So we'd like you to write in and tell us which

model, and whom you think it may be. Send your answers to:

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COMPETITION # 1 UPDATE

For those of you wondering about competition # 1, we'll be announcing a winner in Issue 4. The reason we wait so long is New Era Chronicles needs to be

translated into a number of languages, which are released at different intervals, so we need to give everyone a chance to reply before choosing a winner.

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#20519 Stygian



Abyss Crawler



These vast tunneling horrors from the Dusk Realm are single-minded predators that endlessly burrow through the soil and rock of Chronopia seeking meat to fuel their hulking frames, which makes Dwarven Waystations of great interest to them. They are possessed of an otherworldly sentience that drives them to impulsively slaughter everything in their path.



£19.99/\$29.95

#20518 Devout



Mishima



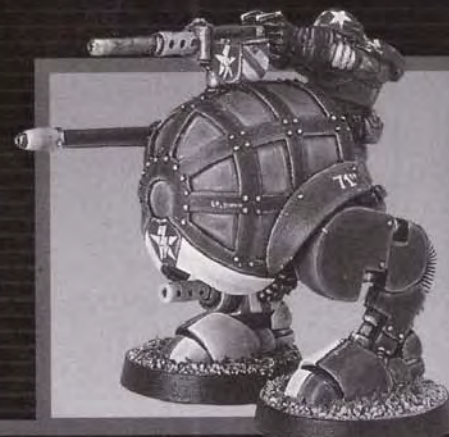
Bushido Samurai exist by a complex and archaic code of honor, which teaches against the use of ranged weapons. As a concession to the rigors of modern warfare they will suffer a Flame-Thrower Specialist to accompany them into combat. In battle they either fight in close assault groups or lead units of Ashigaru.



Bushido Samurai

£11.99/\$16.95

#10533



Orca Battlesuits

£14.99/\$24.95



Equipped either for short range combat with a heavy flame-thrower, long range anti-armor with a rocket launcher, or long range anti-personnel with a recoilless cannon, the Orca is a two-man mobile weapons platform.

#10529

Capitol





Bauhaus Jaegers



£2.50/\$3.50



#10531



Jaegers are ambush and rappelling assault specialists. Not only are they adept at getting very close to the enemy before their presence is noted, but they carry grappling hooks and ropes allowing them to quickly reach enemy emplacements situated on top of cliffs and like.

Jungle Kommandos

Bauhaus



For some Ducal Militia and entry level Hussars who show a special aptitude, their military careers take them into the ranks of the Jungle Kommandos. Their trademark rotary shotguns are the ideal weapons for fire-fights in the dense Venusian undergrowth.



#10530



£12.99/\$19.95

Dwarves



#20520



The Warshields are an elite defensive unit equipped to keep foes at bay. From behind their huge iron bound shields they punish the enemy with lethal short range heavy hand crossbows and wield massive hammers in close combat.



£11.99/\$16.95

Warshields

Fire-Thrower Team



 Dwarfven engineers have managed to mix some of the strange liquids to be found in their subterranean environment with powders and crystals, creating a massively volatile substance that ignites without the presence of air. They have also created a device to dispense it, which is carried into war by Fire-Thrower Teams.

Dwarves



£4.99/\$7.95

#2830

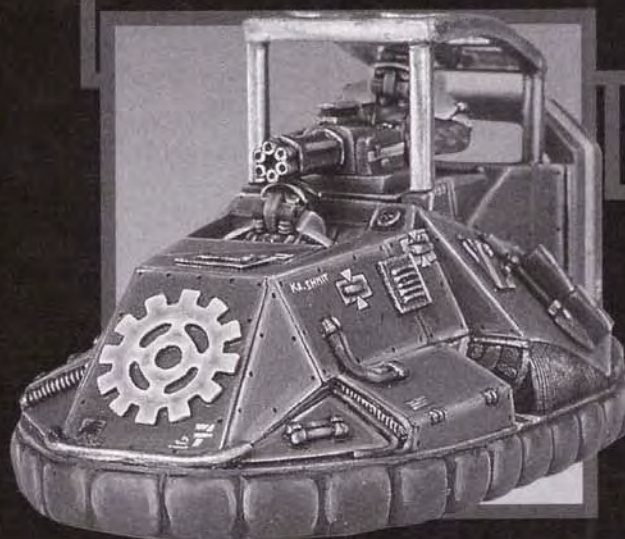
Strike Skimmer

£12.99/\$19.95



The Bauhaus Strike Skimmer is powered by a DK 6000 engine, with twin turbo-fans for outstanding hover locomotion. The mounted MG70 heavy machine gun provides heavy firepower for this rapid attack and reconnaissance vehicle. In addition to this the Strike Skimmer can also be used to transport Strike Kommandos to the thick of the action.

#10532



Bauhaus



Sacred Warriors



 Sacred Warriors are highly regarded amongst the Brotherhood's close assault specialists. They are equipped with swords and pistols, weapons suited to melee rather than ranged combat.

Brotherhood



£2.99/\$4.95

#9711

Sacred Warriors Sergeant



 Leading the Sacred Warriors on their regular forays against the Dark Legion are their Sergeants. However, the privileges of rank confer special issue equipment on the Sacred Warrior Sergeants, who are armed with anti-ballistic shields.

£2.50/\$3.50

#9940

Axe Horn Leader



 The Axe Horn Leader has to be a very tough and experienced Dwarf in order to earn the respect of grizzled veterans like the Axe Horn Warriors.

£2.50/\$3.50

#1415

Axe Horn Warriors



 The Axe-Horn Warriors are the brutal hearts of the Clan of the Horned Ones. They are notorious for their savage battle charge, bowling over the enemy with their horned helmets before hacking at them with their enormous double-headed axes.

Dwarves



£2.50/\$3.50

#1416

£2.99/\$4.95

Wolfbairns



 Imperial Wolfbairns are new recruits to the unique and deeply tribal path of the Wolfbane. These troops have come from other Clans within the Imperial Corporation, and for whatever reason they have turned to the clanless warrior fraternity of the Wolfbanes. Their first step to becoming recognized warriors of merit is to serve in the Wolfbairns.

Imperial



#1234

£2.50/\$3.50

Chieftain



 Charged with reining in the sometimes over exuberant Wolfbairns, their Leaders are respected veterans of Wolfbane service.

#1232

£2.50/\$3.50

HMG Specialist



 Wolfbairn HMG Specialists provide excellent close fire support for their comrades on battlefields where rate of fire matters.

#1233

Light Infantry

Capitol

GL Specialist



 If you don't have the luxury of Purple Sharks to deploy hand grenades to take out those troublesome enemy infantry on the other side of the battlefield, then the next best thing is a Grenade Launcher. Even if you do have a Purple Sharks squad, there's no harm in having one of these Specialists to assist in the mayhem.

Comms Specialist



 The pride of Capitol's military achievements is their system of rapid response logistics, in particular their air superiority. Strafing runs and surgical strikes by Capitol bombers can be called up as the need arises by ground units equipped with long range signaling equipment, such as Light Infantry Comms Specialists.

Medic Specialist



 Accompanying troops into the blood soaked Warzones of the bleak future are troops dedicated to saving those who fall. But warfare is an unforgiving business and the killing won't stop when they arrive, so Capitol Light Infantry Medics are armed, like the rest of the squad, with M-23 assault rifles.

#9945

£2.50/\$3.50

#9947

£2.50/\$3.50

#9946

£2.50/\$3.50

Etoiles Mortant LFT Specialist



 Another trooper required to operate up close with the Etoiles Mortant is their Light Flame-Thrower Specialist. Armed with J-88 Light Flame-Throwers, they hose down enemies with a deadly incendiary compound.

Etoiles Mortant Grenadier Specialist



 Etoiles Mortant fight very close to the enemy, at short range or in close combat, therefore their support must operate effectively within this range bracket too. Carrying Steiner Industries Kartoffelbrier fragmentation grenades into battle, the Etoiles Mortant Grenadiers fulfil this role admirably.

#9945

£2.50/\$3.50

Bauhaus



#9943

£2.50/\$3.50

Valkyries



 The Valkyries are a cloistered order within the Brotherhood. They are a sorority who study Exorcism Arts, and train in martial techniques using the Two-Handed Power Spear against the day they will take to the battlefield against the enemies of humanity. Their faith makes them impervious to fear.

#9712

£2.99/\$4.95

Brotherhood



Blessed Vestal Laura



 One of the Vestals, the leaders of the Valkyrie, Blessed Vestal Laura has captured the collective heart of humanity as a heroine of outstanding valor. She combines a deep understanding of the Art with formidable martial prowess, and her victories against the Dark Legion are too numerous to list.

Brotherhood



#9713

£2.99/\$4.95

Grenade Launcher Specialist



 Armed with a grenade launcher capable of lobbing a 40mm fragmentation shell over intervening obstacles to blast apart the enemy, Grenade Launcher Specialists provide valuable indirect fire support to their squads.

#9713

£2.99/\$4.95

Grenadier Specialist



 For close fire support involving the use of high explosives, the Grenadier Specialist is armed with hand grenades and can operate at shorter ranges than the long range GL Specialist.

#9713

£2.99/\$4.95

Elite Troopers

Brotherhood





Ophidian



 No one knows quite how this monster fits into Stygian society, but that it is possessed of the same unfathomable intellect as its tomb dwelling relatives is inescapable. It has been suggested that these cavern and tunnel dwellers act as scouts for their race, cruising the endless, winding bores of the Labyrinth on their vast membranous wings.

#20521

£11.99/\$16.95

Stygian



Venom Spawn hunt prey by spitting a lethal stream of corrosive venom at their victims. Superbly adapted to life in the Land of Two Rivers, the Venom Spawn are unaffected by the harsh climate and are singularly unafraid of any enemy, whilst their own terrible aspect can panic faint-hearted foes.

#2831

£5.99/\$9.95

Stygian



Tree Devil



Stygian Tree Devils lurk unseen amidst the densely foliated boughs of the Fallen Land. They are the scourge of Swamp Goblin patrols and anyone else foolhardy enough to wander close to Stygian territory. Striking with preternatural speed they snatch victims up into the branches leaving their comrades to ponder the disappearance.

Stygian



#2832

£5.99/\$9.95



The Firstborn War Chariot is pulled into battle by four mighty chargers. Only the noblest knights are destined to ride in these awesome chariots accompanied by a loyal man-at-arms. Both warriors are armed with a long poleaxe allowing them to engage in combat from the relative safety of the chariot.

War Chariot

Firstborn



£19.99/\$29.95

#20522



COMING NEXT ISSUE:



Battle Report featuring Bauhaus and Imperial:

RIVER JUNO KOMMAND HQ:

"At approximately 0600 hours this morning the supply craft Cagliostro, bound for Oberstein, was reported lost over the Imperial held northeast bank of the Juno. We can confirm eyewitness reports that a sizeable

amount of cargo was jettisoned over grid square H10. Although we have contingencies for the re-supply of Oberstein in the event of a situation such as this, and they are in motion already, it is imperative that the supplies do not fall into Imperial hands. Our ability to prevent their expansion depends on limiting their supply lines, so we cannot afford to let them take advantage of this disaster.

"Therefore, we plan to launch a direct offensive across the Juno into grid square H10, to be carried out by

ten of our Deep Strike Teams. They will make the landing at 2300 hours supported by gun boats and then disperse to search the sector."

ALSO NEXT ISSUE:

we've got an in depth look at Kev White's wonderful Firstborn War Chariot. This article will feature a step by step guide on painting the impressive banner flying from the war chariot. Also featured - a Cybertronic Vs Capitol scenario and an Imperial Vs Bauhaus battle report.



Empire Chronopia

First preview of the new mass battle fantasy game from Target Games.



We Strike At Dawn

Mitch Hunter leads a raid to recapture a valuable mine from the Dark Legion in this issue's battle report.



How To With Alex...

Garbage Can Alex's regular foray into the world of terrain building deals with Martian desert terrain this time (natch).



Painting The Orc Swordsman Leader

Mark McNaught takes us through the painting of a proud Blackblood warrior.



Mars: Capitol Forces Of War

A look at number two in the Forces of War series, which deals with the dynamic Capitol Corporation.



Empire Chronopia

A further insight into Empire Chronopia giving a glimpse of the rules and the style of play.



The Dark Lord's Promise

Episode three in the continuing saga of dark dealings with the Devout.



Painting The Orca Battlesuit

Mark shows us how it's done on this impressive new Capitol miniature.



Sisters Of Tiamat

A showcase article featuring the terrifying, multi-headed Stygian monster.

Mars: Capitol Forces Of War

Official mandate from the Brotherhood Curia on Luna, bearing the personal seal of the Cardinal himself and delivered by secure courier to Cardinal Darrel Evangelatos on Mars.

To Cardinal Evangelatos.

The beast has awakened, look to the south!

The Dark Legion has punched a hole in the belly of the Red Planet and it begins to bleed arterial black. You must rouse Capitol and focus their awesome might. You must contain the Dark Legion in the southern hemisphere of the Red Planet. For five years and five months the Legion must be denied the equator of Mars. Stop them! At all costs, stop them. Additional forces have been dispatched to Mars to aid you in your struggle. Use them well, but let Capitol bear the brunt of the storm. It will teach them humility. And when they fail to stop the minions of the Dark Soul the Brotherhood will be there to close the breach.

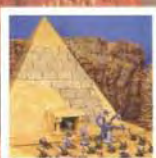
This burden we pass to you brother. This task is priority one. Mitigating circumstances zero. Margin for tolerance zero. Thou shalt not fail!

May The Cardinal protect you and keep you.



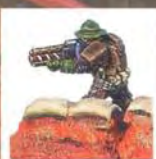
Gallery

Kev White is first under the spotlight in this new feature exploring the work of our artists and sculptors.



Building A Stygian Ziggurat

Quick and easy instructions for creating your own 25mm scale model ziggurat.



Barbed Wire, Foxholes & Trenches

As the title suggests, this is all about making barbed wire, foxholes and trenches for your gaming tables.



The Awakening

Ready to play scenario with an Elven patrol besieged by Stygian as they stake out a Ziggurat.



Questions & Answers

Hotly debated points of order for Chronopia and Warzone cleared up by Judge Murtha.



PAINT THE TOWN

Introducing Target's new range of blister-packed acrylic paints. Six colors for £3.00 / \$5.00